Darwin's Journey

THUNDERGRYPH GAMES

All you can see on the horizon is the line that separates the sea from the sky.

Suddenly, you glimpse a shore in the distance, and you shiver
with excitement for the adventure that awaits.

You set off to explore the Galapagos, a magical place
of incredible beauty and endless biodiversity,
where you gather specimens and expand your knowledge of the natural sciences.

After inspiring hours spent studying and reaching enlightening conclusions,
you rest under a sparkling sky, admiring the stunning complexity of the animal realm.

SPECIFIC COMPONENTS

12 Land Adventure
Silkscreen printed Tokens
to replace the cardboard Land Adventure tokens in the Fireland expansion

10 Ocean Adventure
Silkscreen printed Tokens
to replace the cardboard Ocean Adventure tokens in the Fireland expansion

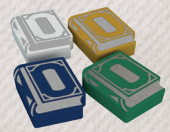
76 Plastic Wax Seals
to replace the cardboard Wax Seals

1 HMS Beagle Memorabilia
to replace the HMS Beagle token

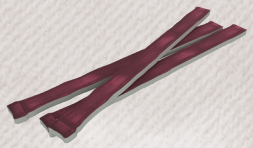
40 Metal Coins
(28 value 1, 12 value 5)
to replace the cardboard Coins

4 Silkscreen printed
Insect Turn Order Markers
(1 per player color)
to replace the Turn Order wooden cubes

4 Silkscreen Printed
Time Track Markers
(1 per player color)
to replace the 'Time Track marker' wooden cubes in the Fireland expansion



4 Silkscreen printed
Evolution Markers
(1 per player color)
to replace the theory of Evolution wooden cubes



3 Bookmark Tokens

1 Standup Cotton Bag
to store the Plastic Wax Seals during the game

1 Illustrated Drawstring
Bag (for metal coins)

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Illustrator: Paolo Voto
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GENERAL COMPONENTS

1 Main Board

16 Crew Cards

56 Regular Wax Seals
(14 per type: yellow, red, blue, green)

16 Temporary
Knowledge Tokens

12 Special Wax Seals
(purple)

16 Museum Tiles

16 Specimen Tokens

30 Research Tokens

2 Neutral Lens Tokens

40 Coins
(28 value 1, 12 value 5)

12 Beagle Goal Tiles

12 Special Action Tiles

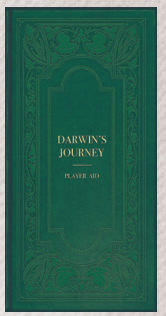
8 Correspondence Tiles

1 HMS Beagle Token

1 2-player Turn Order
Action Token

8 Starting Objective Tiles
(4 silver, 4 golden)

20 Objective Tiles
(10 silver, 10 golden)



1 Player AID

Overview

Darwin's Journey is a worker placement game where players recall Charles Darwin's memories of his adventures through the Galapagos Islands, where he developed his theory of evolution.

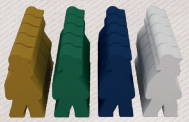
With an innovative worker progression system, each worker studies the disciplines required to perform many actions in the game, such as island exploration, ocean navigation, and correspondence. Throughout the game, players gather specimens from the land and sea to facilitate further scientific research. These specimens are then delivered to museums to contribute to humanity's knowledge of biology.

The game lasts five rounds; in each round, the players work toward numerous short- and long-term objectives. At the end of the game, the player with the most victory points will be the winner.

PLAYER COMPONENTS (X4)

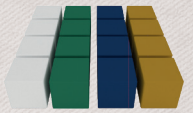
1 Personal Board

3 Explorers


5 Workers

5 Tents

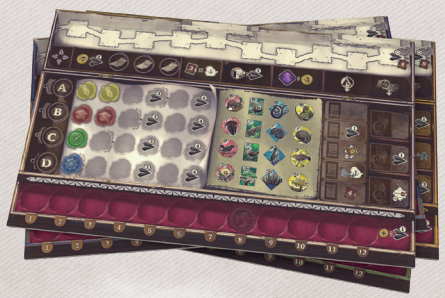
1 Ship


4 Cubes

12 Stamps

6 Personal
Lens Tokens

SOLO COMPONENTS


4 Alfred Boards (backside of Personal Boards)

8 Alfred Action Cards

8 Alfred Bonus Track Cards (2 for each board)

Setup

Main Board

1A. Place the main board with the Fireland side (the side with the Time track) face down.

1B. **4-players:** place 1 Bookmark token down the middle of all 3 Diaries on the main board.

2. Shuffle the 12 Special Action tiles, then draw 6 and place them face up on the corresponding Diary. Place the unused Special Action tiles back into the box.

For your first game
Instead of choosing random tiles, place the following tiles in the order indicated. Each tile has a unique number in the bottom right corner.
Top row: 7 & 8
Middle row: 1 & 9
Bottom row: 5 & 12

3. Place the 2 neutral Lens tokens on the two top-most Special Action tiles.

4. Shuffle the 8 Correspondence tiles and randomly choose 3 to be placed face up on the associated envelope locations on the main board. Place the other Correspondence tiles back into the box.

For your first game
Instead of choosing random tiles, place Correspondence tiles 2, 4, and 5, starting from the top and going to the bottom.

5. Remove seals as indicated below and place them back into the box:
2-player game only: Remove 2 Regular Wax Seals per color.
3-player game only: Remove 1 Regular Wax Seal per color.
Then, place all Regular Wax Seals (green, blue, yellow & red) into a face-down shuffled pile near the board.

6. Randomly place a Regular Wax Seal face up onto each of the 12 Wax Seal spots located on the 4 Scrolls on the main board.

7. Place all Special Wax Seals (purple) in a face-up pile on the silver plate on the main board.

8. Place the 8 Starting Objective tiles off to the side; they will be assigned during the player setup steps before the game starts.

9. Shuffle the silver and golden Objective tiles separately and place these stacks face-down onto the matching location on the main board. Draw 2 silver and 2 golden Objective tiles and place them face up below the stacks.

10. Place the 16 Museum tiles beside the main board, replicating the order shown in the Museum display of the main board.

of the map on the associated locations. Place the rest of the unused Beagle Goal tiles back into the box.

For your first game
Instead of choosing random tiles, place Beagle Goal tiles 7, 4, 10, 8, and 9, starting from the left and going to the right.

16. Shuffle the 16 Specimen tokens and randomly place them face up on each large, round location with a flag found on the Island and Ocean tracks near the bottom of the board. Some of these locations show an icon indicating specific player counts. Do not place a Specimen token on locations marked for more players than are currently playing. There will now be 6, 3, or 0 remaining Specimen tokens when the game is played by two, three, or four players, respectively. For each remaining Specimen token, find the matching Museum tile and place those Museum tiles onto the matching locations within the Museum display near the middle of the main board. Put the unused Specimen tokens back into the box.

17. Place all the Coins, Temporary Knowledge tokens, and Research tokens near the main board.

18. Place one Explorer of each player color on the starting location of the left-most island.

19. Place one Ship of each player color in the leftmost position of the Ocean track.

20. Place the HMS Beagle token on the left-most Beagle location on the Ocean track.

21. Two-player game only:
Place the 2-player Turn Order Action token on the board, covering the Coin reward.

11. Place one Coin to the right of each row of the Museum display.

12. Place one cube of each player color on the red book at the start of the victory point track. From now on these cubes are referred to as victory point markers.

13. Place one cube of each player color onto the large book at the start of the Theory of Evolution Track. From now on these cubes are referred to as Evolution markers.

14. Randomly place one cube of each player color on the Turn Order track. From now on these cubes are referred to as Turn Order markers.

15. Shuffle the 12 Beagle Goal tiles and place 5 of them face up at the bottom

Player Setup

1. Each player places in front of them the following items that match their player color:

   - 1 Personal Board
   - 2 remaining Explorers
   - 5 Workers
   - 5 Tents
   - 6 Personal Lens Tokens
   - 1 Cube
   - 12 Stamps

2. Place 4 workers onto worker spots on the bottom left of the personal board (2A). The 5th worker (2B) will only enter play once the left-most golden Objective is achieved (2C).

3. Place the 5 Tents onto the Tent locations in the bottom right area of the personal board.

4. Make three stacks of 4 Stamps each and place one stack onto each associated Stamp location in the bottom right area of the personal board.

5. Take 4 Coins from the supply.

6. Take 1 Temporary Knowledge token from the supply.

Gaining Crew Cards & Starting Objectives

Crew Cards Setup

Each player will now gain 3 Crew cards by following one of two methods:

Option 1: First Play Setup

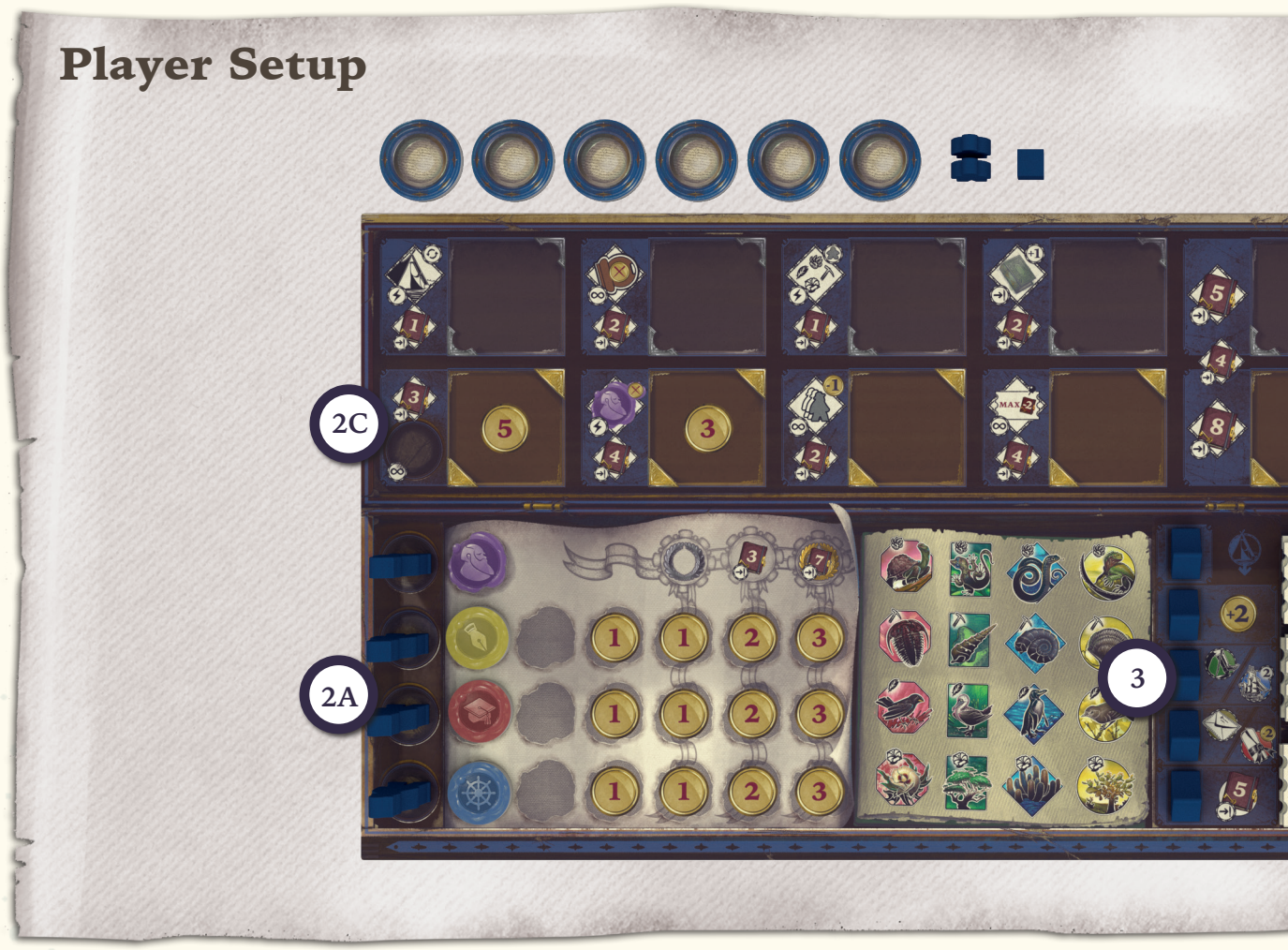
1. Search through the Crew card deck and give players the cards indicated later. Each card has a unique number in the bottom right corner. The Turn Order track shows the order, from left to right, that players will gain these cards (see Main Board Setup step #14).

1st player - Crew cards 1, 2, and 3.
2nd player - Crew cards 4, 5, and 6.
3rd player - Crew cards 7, 8, and 9.
4th player - Crew cards 10, 11, and 12.

2. Players reveal their 3 chosen Crew cards and place them face up next to their personal board.

3. Players take the corresponding Regular Wax Seals, shown in the top right corner of each Crew card, from the Wax Seals supply. Reshuffle the Regular Wax Seal stack after all necessary Wax Seals have been taken. These are placed onto the left-most empty Wax Seal spots next to each worker so that each worker starts the game with one Wax Seal next to them.

4. For details on achieving Crew cards and their rewards, look to page 22.



Option 2: Standard Setup

5. Shuffle the deck of Crew cards and deal 4 cards to each player.

6. Each player selects one card to keep and places it face down in front of them.

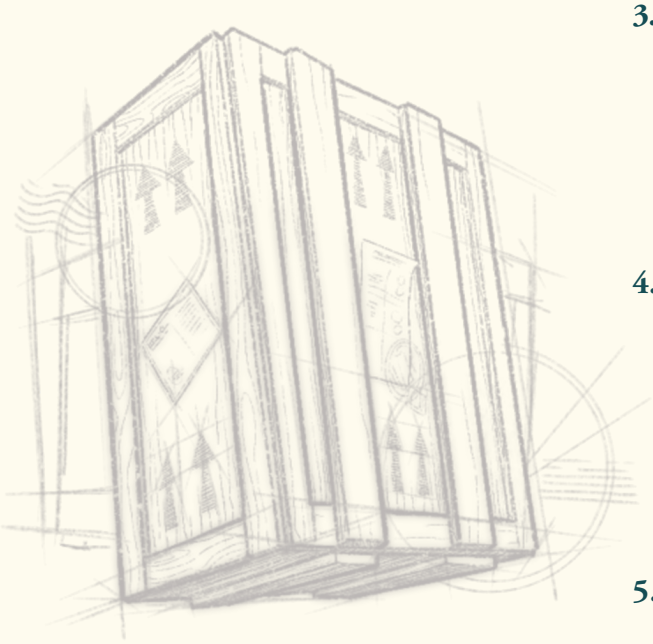
7. Players pass the remaining cards to their left. This process repeats until each player has three cards face down in front of them.

8. Place all cards not chosen during the draft, along with the rest of the Crew card deck, back in the box.

9. Players reveal their 3 chosen Crew cards and place them face up next to their personal board.

10. Players take the corresponding Regular Wax Seals, shown in the top right corner of each Crew card, from the Wax Seals supply. Reshuffle the Regular Wax Seal stack after all necessary Wax Seals have been taken. These are placed onto the left-most empty Wax Seal spots next to each worker so that each worker starts the game with one Wax Seal next to them.

11. Details about achieving Crew cards can be found on page 22. Details about Crew card action icons can be found on page 18.



Drafting Starting Personal Objective Tiles

Each player begins the game with 2 Starting Objective tiles (1 silver and 1 golden). They will gain more Objectives throughout the game. Players achieve Objectives once they meet the Objective's indicated requirements. Objective requirements and the resulting Objective actions are explained in detail on pages 20-21.

1. Sort the Starting Objective tiles into two stacks based on their color (silver or golden) and shuffle each stack separately.

2. Place a row of Starting Objectives from the silver stack so that they are face-up and equal in count to the number of players.

3. Place a second row of Starting Objectives, this time from the golden stack, so that each is directly under one face-up silver Objective. Each set of silver and golden Objective tiles that are next to each other are considered a pair that cannot be separated during setup.

4. The player whose Turn Order marker is farthest to the right on the Turn Order track (see Main Board Setup step #14) drafts one pair of silver and golden Objective tiles. Place these Objective tiles on the right-hand side of that player's personal board, next to the Objective rows.

5. Continuing left on the Turn Order track, each player selects a pair of silver and golden Objectives.

Playing the Game

Game Overview

Darwin's Journey consists of five rounds with four phases each: Action, Turn Order, Reward, and Cleanup. During the Action Phase, players send their workers to a wide variety of locations across the Galapagos Islands, where they explore and conduct research. During the Turn Order Phase, player turn order is adjusted based on who sent workers to the turn order location during the Action Phase. During the Reward Phase, players receive benefits based on their correspondence with the scientific community and their progress toward the current Beagle goal. Finally, during the Cleanup Phase, players prepare the game for the start of the next round or proceed to final scoring after all five rounds have been completed.

Key Concepts

- Each time a player activates an action icon, they perform that action immediately.

- Players are allowed to use anything gained from one action to pay the costs of following actions within the same turn.

- Players may achieve Objective tiles or Crew cards at any point during the Action or Reward Phases to immediately gain the associated actions as a reward. Because of this, players might be able to perform actions when it is not currently the Action Phase. Achieving Objectives and Crew cards are explained in detail on page 21.

• Whenever a player performs an action with or covers up a Coin with a red number on it, they **must** pay the indicated number of Coins to the supply.

The yellow player unlocks a Special Action by paying the cost of 4 Coins.

Worker Placement

Before explaining the individual phases of the game, let's first focus on how to place workers on the main board.

Diary Sections

On the main board, there are 4 Diaries (2 Main, 1 Special Action, and 1 Small).

Each Diary contains one or two Diary Sections, depending on the number of players. A red bookmark in the middle of the Diary divides it into two Diary Sections. All worker placement locations on the left side of the bookmark are considered a separate Diary Section from the locations on the right. If the Diary does not have a bookmark, the entire Diary is one single Diary Section.

The entire Diary is a single Diary Section.

Each page of the Diary is a separate Diary Section because the red bookmark is present.

The Small Diary is always a single Diary Section, regardless of the player count.

Placement Penalties

There is no additional cost for placing the first worker, regardless of color, into a single Diary Section. If a Diary Section already has 1 or more workers of any color (including the active player's), the active player must pay Coins to the supply as a placement penalty. The number of Coins spent depends on player count, and the cost is always the same no matter how many workers are in the Diary Section.

Two players - 3 Coins
Three or four players - 2 Coins

The green player performs an Exploration action by paying a placement penalty of 2 Coins since other workers have already visited this Diary Section

The blue player performs a Navigation action for free since it is the first worker to visit that Diary Section.

Worker Placement Locations

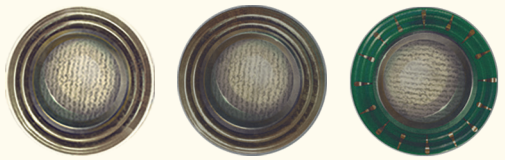
There are three types of worker placement locations, each with a different shape.

Circular Magnifying Glass

These only appear within Diary Sections. Any number of workers may be placed on a circular Magnifying Glass, including multiple workers from a single player.

Players must pay a placement penalty if their worker is not the first one placed within that Diary Section.

Unlocked Lenses



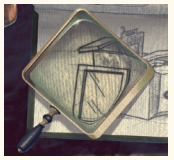
Lens action locations can be printed on the main board, unlocked with neutral Lens tokens during setup, and unlocked with player-specific Personal Lens tokens.

Only one worker may be placed on an unlocked Lens.
Players must pay a placement penalty if their worker is not the first one placed within that Diary Section.
Whenever a player places a worker onto a Lens token that matches an opponent's color, that opponent gains 1 Coin from the supply. Players do not gain a Coin for placing a worker onto their own Lens token.

*The blue player places a worker onto a Lens belonging to the yellow player, therefore the yellow player will gain 1 Coin **from the supply**.*

Square or Rectangular Magnifying Glass

Any number of workers may be placed on a square or rectangular Magnifying Glass, including multiple workers from a single player.



There is never a placement penalty for placing workers onto these locations, no matter how many workers are already there.

Wax Seal Requirements

Many placement locations have Wax Seal requirements that must be met to place a specific worker there. Each player starts the game with four workers on their personal board, and each worker starts with one Wax Seal in their corresponding row. Each player's fifth worker will never have any Wax Seals next to it and can be unlocked using an Objective, discussed in detail on page 21.

The top worker has a Special Wax Seal (purple) and no empty Wax Seal spots, while the other 3 workers have the Wax Seal gained during setup and five empty Wax Seal spots that can be covered with tokens during the game. Regular Wax Seals come in four colors (green, blue, yellow, and red) and are associated with specific requirements on the main board.

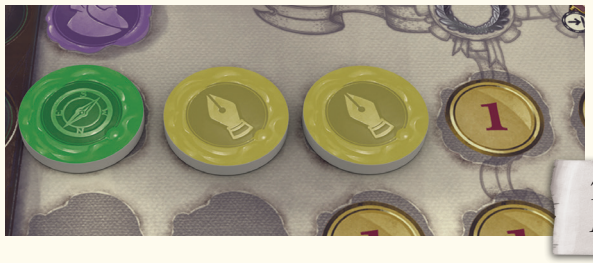
Special Wax Seals (purple) are treated as if they were any color.

A worker may only go to a location if that specific worker has at least the corresponding number of Wax Seals of the indicated colors on its row of that player's personal board.

If a worker placement location requires more than one Wax Seal of a specific color, the Wax Seal icon will have a number next to it.

Wax Seals are never removed once they are placed in a worker row.

Each player starts the game with a single Temporary Knowledge token next to their personal board. These tokens may be spent back to the supply while placing a worker to act as any color Wax Seal to meet the location's Wax Seal requirements.



The worker being used for the current action has 1 green Wax Seal and 2 yellow Wax Seals.

Since the worker is missing 1 green Wax Seal requirement, the player must spend a Temporary Knowledge token to meet the actions' Wax Seal requirement.

1: worker placement location
2: Wax Seal requirement to place a worker
3: Action that may be performed

Perform Location Actions

After placing a worker and paying any Coin penalties, the active player may perform all actions at that location. Each action is designated by an icon. If a worker placement location has multiple action icons, the player may perform the actions in any order. The player is not required to complete all actions. Note that any benefits gained from an action may be used to pay for other actions during that player's turn.

Round Structure

Each of the game's five rounds consists of four phases completed in order.

Action Phase

On each player's turn, they must place a single worker from their personal board onto a location on the main board. If a player no longer has any available workers, they must pass, and they take no more turns for the rest of the phase.

During the Action Phase, players take turns placing workers in the order indicated by the Turn Order track on the main board. The player whose marker is in the left-most location on the Turn Order track now places 1 worker and performs the location's actions in any order of their choice. After this, the player whose marker is in the 2nd-left-most location on the Turn Order track will take their turn. Continue from left to right until all players have placed 1 worker. Once every player has placed their first worker, repeat the order until all workers have been placed.

The game has a variety of different actions organized into four types: Board Actions, Special Actions, Crew Actions, and Objective Actions. Many actions also have a modifier icon in their top right corner affecting how the associated action is performed.

Modifier Icons

Indicates the number of times the associated action may be performed on this turn.

Represents a total discount for that particular action.

You won't pay any Coins to perform all steps of that particular action.

Perform the indicated previously played action once again.

The associated effect is applied for the rest of the game.

This action is gained once the game is over, during final scoring.

Immediately perform this action or apply the bonus.

Collect the corresponding reward based on one of the islands containing an Explorer of your color.

Board Actions

These actions appear on the main board on worker placement locations or on various tracks on the map at the bottom of the board.

Gain Victory Points

This action also appears on Special Action tiles and Crew cards.

The active player gains the indicated number of victory points by moving their marker up the victory point track.

If they now have more than 50 points, they should place a marker of their color on the "50" icon in the top right corner of the main board. This marker is the cube that was placed next to their personal board during setup. This new marker is moved to the right whenever the player crosses the "0" points space on the track again. Place the original marker back on the "0" space and continue using it to track additional points gained.

Gain Coins

This action also appears on Special Action tiles and Crew cards.

The active player gains the indicated number of Coins from the supply.

Unlock Lens Location

The active player may place 1 personal Lens token onto a locked location on any Main or Special Action Diary.

Every locked location shows a Coin penalty that must be paid before the personal Lens token can be placed on it.

Note that this action is usually performed after placing a worker onto the small Diary and thus has a placement penalty if another worker has already visited the same Diary Section.

As a special unlocking bonus, the active player may immediately perform all associated actions with this location without placing a worker and ignoring all Wax Seal requirements.

This location is now unlocked for the rest of the game, and any player may place a worker onto it during their turn, if available.

If a player places a worker onto a personal Lens token of an opponent's color, that opponent gains 1 Coin from the supply. Players do not gain a Coin when placing a worker on a Lens token of their own color.

On each page of the Main Action Diaries shown in the picture, all actions must be unlocked in order (from top to bottom).

The yellow player is paying 4 Coins to unlock a Special Action Diary location.

The Special Actions included in the Diary shown in the picture may be unlocked in any order.

Academy

The active player may purchase one Wax Seal from any Scroll in the Academy. If there is a Coin penalty associated with the Scroll row where the Wax Seal was taken (1), those Coins must be paid to the supply.

The player adds the new Wax Seal to the left-most empty Wax Seal spot on **any worker's row** on their personal board. If the Wax Seal is placed on a spot with a Coin penalty (1), those Coins must be paid to the supply.

Once a worker gains its 4th and 6th Wax Seal, it will also gain the benefits of the silver and golden distinctions, respectively. These will give extra options and/or discounts to the actions performed by that worker.
These will be described in detail on page 19.

Navigation

The active player may move their Ship along the Ocean track up to the number of spaces associated with the value shown in the top right corner of the icon. **Any number of Ships, including the HMS Beagle, can be on the same location at the same time.**

When a Ship crosses a silver banner on the Ocean track, the active player must place an Explorer onto a new island. Each island has a starting location marked with

an Explorer icon matching the icons on the silver banners on the Ocean track. The active player places an Explorer from their personal area onto the corresponding island starting space.

Any number of Explorers may be on the starting location of an island at the same time.

The blue player performs a Navigation action. Since the ship passes the silver banner on the Ocean track, the blue player places an Explorer onto the corresponding island starting space.

If there is an action icon where the Ship stopped, the active player may now perform the indicated action. **The first player to place a Ship onto the final location of the Ocean track gains 3 additional victory points.** Note that there is no effect associated with stopping on a Beagle space.

Exploration

The active player may move a single Explorer of their color along a corresponding Island track up to the number of spots associated with the action being performed.

Any spot occupied by an opponent's Explorer is skipped and does not count towards the total movement amount.

Only one Explorer can be on each location, except for the first and last spot on each Island track. Any number of Explorers can stop at these locations.

The first Explorer to cross over a golden ribbon on the Island track will gain the active player victory points equal to the number on the ribbon's icon. Only the first Explorer to cross a golden ribbon will award these points.

After moving their Explorer, the player immediately performs the indicated action shown on the location where the Explorer stopped. The first player to place an Explorer onto the final location of the Island track gains 3 additional victory points.

The yellow player is performing an Exploration action of up to two spaces. The yellow Explorer will skip the spot occupied by the green Explorer, moving to locations (1) or (2) depending on which action they want to perform.

Research Galapagos Specimen

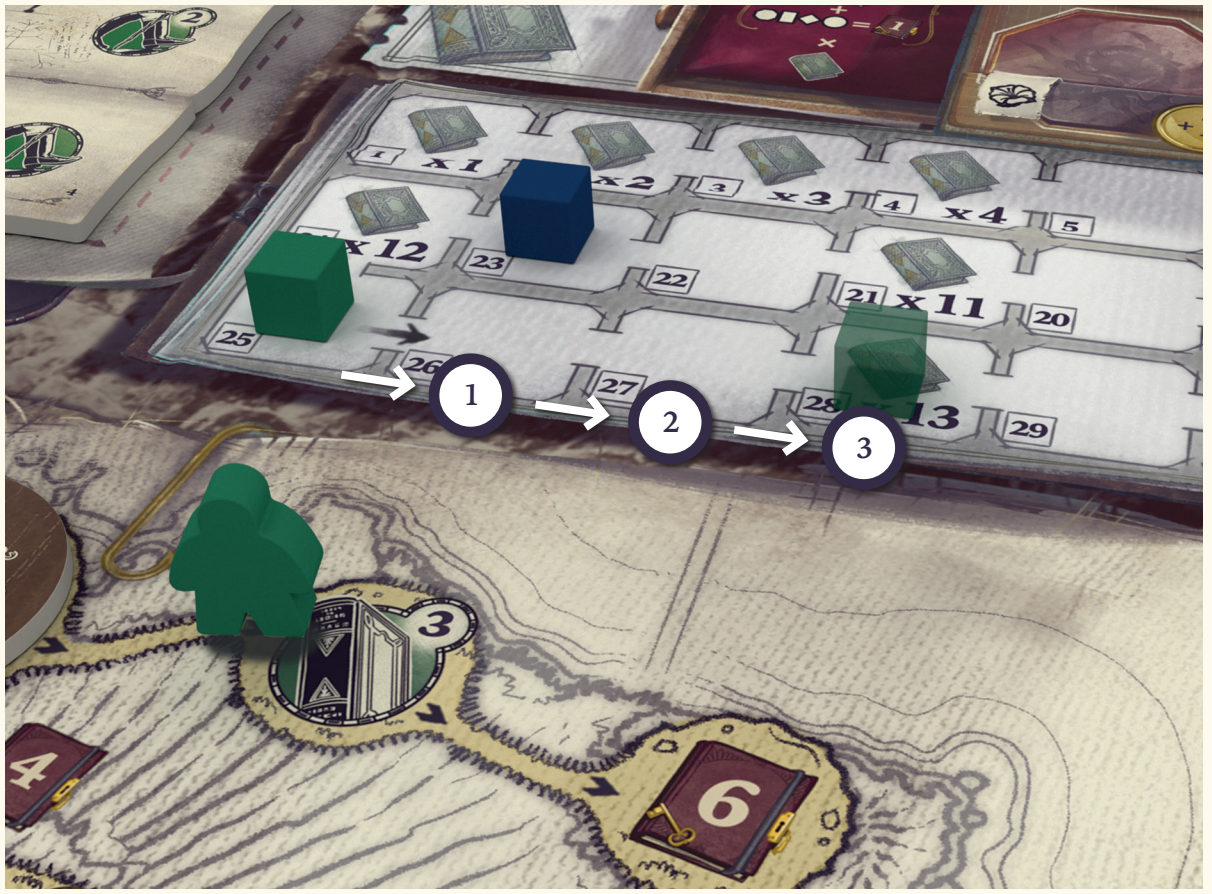
These actions appear on Specimen tokens that are placed on Island and Ocean tracks.

The active player may place a Research token onto the matching Specimen icon on their personal board.

Theory of Evolution Track Advancement

The active player moves their Evolution marker forward on the Theory of Evolution track as many individual spaces as the number shown in the activated action icon.

Some spaces on the track contain Book Multiplier icons that only have an effect during final scoring. Scoring the Theory of Evolution track is described in detail on page 25.



In each of these examples, the green player will collect a sample by placing a Research token on the matching location on their personal board. In the top example, they collect the green reptile and in the bottom, they collect the green bird.

Establish Campsite

This action may only be performed if there is an empty Tent location next to the activated icon.

The active player removes the top-most Tent from their personal board and places it onto an empty Tent location next to the action icon. If the location has a Coin penalty, the player must pay the number of Coins to place the Tent.

The active player may perform any additional actions indicated by the icons shown in the location where they just placed their Tent.

After performing the “Establish Campsite” action, the player may perform action icons next to the location where a Tent token was removed (on their personal board). Note that some personal board Tent actions have a slash between two options; the player may perform only one of these two actions.

Correspondence

The player may move Stamps from their personal board to a single Envelope on the main board.

The action’s icon indicates the number of Stamps that may be moved. The player may take the Stamps from any combination of stacks on their personal board, but they may only place them onto one Envelope.

After the player has finished placing their Stamps onto the main board, if the final Stamp was removed from one or more stacks, the player may perform any of the actions associated with the depleted stack(s).

Each Envelope represents bonus actions that can be performed during the Reward Phase by the players with the most and second-most Stamps placed there. This will be described in detail on page 23.

During the Reward Phase, some Stamps might be discarded to the used Stamps tray next to the Envelopes. When performing a Correspondence action, if there are not enough Stamps in the player’s personal board stacks, the active player may take Stamps of their color from the used Stamps tray until they have enough Stamps to perform the action.

Deliver Specimen

The active player may deliver one Specimen to the Museum if that Specimen's matching Museum tile is not already in the Museum display.

The player may only deliver a Specimen if they have a Research token placed on it on their personal board. The player takes the matching Museum tile, which was set aside during setup, and places it on the corresponding location for that Specimen on the Museum display.

If this is the first Museum tile placed into a row (excluding Specimens placed during setup), the active player takes the Coin next to that row.

If this was the last Museum tile placed into a row, the active player may move their Evolution marker one space forward on the Theory of Evolution track.

The active player gains Coins and Evolution marker advancements based on the Specimen token's position in the Museum. They must consider each space in the row and column when placing the Museum tile, as each will give them a benefit. For each empty space, they gain 1 Coin, and for each space that already has a Museum tile, they move their Evolution marker forward once on the Theory of Evolution track. The newly placed tile does not give a bonus action at this time.

Note that you can deliver up to 2 Specimens when visiting the Museum – the first Specimen is free, and the second costs a penalty of 3 Coins. Players may use the Coins gained from delivering the first Specimen to pay for the delivery of the second Specimen.

Example: By Delivering the green reptile Specimen to the Museum, the active player gains 2 Theory of Evolution track advancements and 4 Coins.

Research Museum Specimen

The active player selects a Museum tile that is already on the Museum display on the main board.

They may now place a Research token onto the matching Specimen icon on their personal board.

Note that you can Research up to 2 Specimens when performing the Research Museum Specimen action –the first Specimen is free, and the second costs a penalty of 3 Coins.

Reserve Turn Order

The active player places their worker on the left-most empty spot within the rectangular magnifying glass above the Turn Order track.

They then gain 2 Coins from the supply (3 Coins in a two-player game). The order of the workers within this spot will affect the turn order for the following round, explained in detail on page 22.

Gain Objective

The active player may take one available Objective tile from the main board's Objective display and place it face up in their reserve, next to their personal board to the right of the Objective rows.

A maximum of 2 Objective tiles can be placed in a player's reserve. Both tiles may be of the same type (silver or golden).

If there are already 2 Objective tiles in a player's reserve, the player must place the new Objective tile face up onto an empty Objective location of the matching type (silver or golden). If the location is marked with a Coin penalty icon, the cost must be paid to place the tile. Achieving Objectives and their associated rewards is discussed in detail on page 20.

Either type of Objective tile can be placed into these two reserve locations to the right of the personal board.

Both reserve spots are full, so the newly gained Objective tile must be placed face-up onto an empty space in the silver row.

Special Actions & Crew Actions

Special Action tiles and Crew cards have a variety of action icons on them. Many of these icons depict board actions which have already been explained in an earlier section. The following are new actions that appear on Special Action tiles and Crew cards:

Establish Any Campsite

The active player may place a Tent onto **any** empty tent location on any Campsite and pay any corresponding Coin penalty. The location of their Explorers or ship does not affect this action. They then may perform any actions at that Campsite and any actions on their personal board next to where the Tent was removed.

Repeat Delivery

The active player performs a "Deliver Specimen" action for a Specimen that has already been delivered to the Museum.

The player must have a Research token for the associated Specimen on their personal board. This action is performed exactly as if they were placing the Museum tile for the first time, including the additional bonus if this token is the last one of the row to be delivered. If the selected Museum tile had previously been the first delivered to that row, the first-delivery bonus Coin is not taken when that delivery is repeated.

Automatically Fulfill an Objective

The active player may immediately achieve any one of their Objectives. The player does not have to meet any of the Objective's requirements and can place it face down onto any open Objective location on their personal board. Any corresponding Coin penalties at the chosen location must be paid.

The player then takes the associated Objective action as a reward. These rewards are explained in detail on page 21.

Gain Special Wax Seal (purple)

The active player takes a Special Wax Seal (purple) from the supply and places it on the left-most empty Wax Seal spot in one of the worker rows on their personal board without paying a Coin penalty.

This Special Wax Seal acts as any color for the purposes of worker placement Seal requirements.

Gain Temporary Knowledge

The active player gains one Temporary Knowledge token from the supply. These tokens may be spent back to the supply while placing a worker to act as any color Wax Seal to meet a location's Wax Seal requirements.

Convert Temporary Knowledge

The active player may return one Temporary Knowledge token to the supply to gain 7 Coins or 7 victory points.

Place Explorer

The active player may place one of their unused Explorers onto the starting location of any island where they do not already have an Explorer.

Perform Locked Action

The active player may perform all the actions associated with a locked location without a Lens token on it. The player does not unlock it, does not place a worker, and does not need to have the required Wax Seals.

Research Any Specimen

The active player may place a Research token onto any empty Specimen location on their personal board.

Move up to the HMS Beagle

The player moves their Ship to the same spot where the HMS Beagle is located on the Ocean track.

Distributed Correspondence

The player may place up to 4 Stamps onto any number of Envelopes on the main board, freely distributing them.

Copy Crew Card

Gain and immediately perform all Crew actions shown on any unachieved Crew card in front of a player, including the player who owns the Crew card with this ability.

Distinctions

Once a worker gains its 4th Wax Seal, it obtains the silver distinction. Once it gains its 6th Wax Seal, it obtains the golden distinction. Each Diary Section has distinction bonuses, shown in a box at the top of that area, that are associated with silver and golden distinctions.

When a worker with the silver distinction is placed into a Diary area, the active player receives the bonus with the silver distinction icon.

Extra Exploration - Add up to one movement to the associated Exploration action.

Extra Navigation - Add up to one movement to the associated Navigation action.

Extra Stamp - Add up to one more Stamp with this Correspondence action.

Extra Wax Seal - Gain up to one more Wax Seal with this Academy action.
Any scroll and/or personal board Coin penalties must be paid.

Gain Coins - Gain two Coins from the supply.

When a worker with the golden distinction is placed into a Diary area, the active player receives the bonuses associated with both the silver and golden distinction icons.

Extra Stop - While Exploring or Navigating, an Explorer or Ship can stop on its way to perform the indicated action before completing its movement. It then performs the action of its last stop as normal.

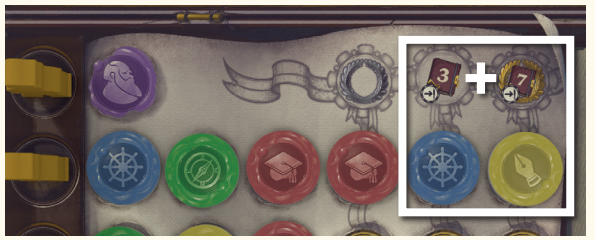
Wax Seal Discount - Pay 1 fewer Coin for each Academy action. This discount may apply to the cost of taking a seal from the board or the cost of placing the seal on a personal board.

The blue player is using a worker with both silver and golden distinctions on an Exploration action; therefore, their Explorer will be able to stop twice for the golden distinction. First, they research the Specimen (2) and then land at their final destination (4) to collect 4 victory points.

Gain Victory Points - Immediately gain 3 victory points.

There are endgame victory points associated with a worker gaining its 5th and 6th Wax Seal. Players gain the victory points at the top of the column for each worker with a Wax Seal in that column. A worker with 5 Wax Seals will receive 3 victory points, while a worker with 6 Wax Seals will receive an additional 7 points, for a total of 10 victory points. Endgame scoring is explained in detail on page 25.

Split Stamp Locations - Stamps placed with this Correspondence action may be placed onto multiple Envelopes instead of just one.



Example: The yellow worker, which has both silver and golden distinctions, will be able to place 2 Stamps for the main action plus 1 additional Stamp for the silver distinction. By having the golden distinction, the player may freely distribute the Stamps among all Envelopes.

Achieving Objectives & Crew Cards

Each Objective tile and Crew card has specific fulfillment requirements listed on them. Players may fulfill Objective tiles and/or Crew cards in their personal area any time during their turn in the Action Phase or any time in the Reward Phase.

Objectives

Each Objective has a specific set of requirements that a player must meet to achieve that Objective. **Note that players never have to spend anything to achieve an objective; they just have to meet all of the requirements.**

When an Objective is achieved, the Objective tile is either flipped face down onto its location or moved from the player's reserve next to the player board and placed face down on an empty Objective location of the matching color (silver or golden). If the tile is moved from the reserve and the chosen Objective location is marked with a Coin penalty icon, the cost must be paid to achieve the Objective.

When an Objective is achieved, the player gains the reward associated with the location where the newly achieved Objective was placed (1). Note that all victory point rewards on the personal board (2) are gained once the game is over.

If a player fulfills both Objectives on the right-most silver and golden locations, they will be rewarded with 4 additional points during final scoring.

A detailed explanation of these Objective actions can be found on page 21.

Objective Requirements

All symbols shown in the Objective Requirements without a number represent one single requirement of that type.

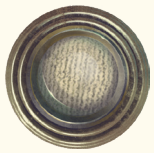
The player must have the indicated number of empty Stamp stacks on their personal board.

The player must have placed at least the indicated number of Research tokens onto Specimens with the matching Specimen symbol on their personal board.

The player must have placed at least the indicated number of Research tokens onto Specimens of the matching shape/color on their personal board.

The player's Evolution marker must be on, or past, the indicated position on the Theory of Evolution track. Note that this is the number of steps on the track, not the number of books achieved on the track.

The player must have placed at least the indicated number of Tents onto Campsites.



The player must have placed at least the indicated number of their personal Lens tokens to unlock actions.

The player's Ship must be at least on the same position, or farther, on the Ocean track as the HMS Beagle.

The player must have the indicated number of Regular Wax Seals of the indicated Wax Seal colors on their personal board. These Wax Seals do not have to be in the same row of their personal board. Special Wax Seals (purple) and Temporary Knowledge tokens may not be used to meet Wax Seal requirements on objectives.

Objective Actions

Select a previously placed Tent of that player's color and perform the associated actions as if the Tent had just been placed for the first time. No Coin penalties are paid with this re-activation.

The player no longer pays the Coin penalty for taking Wax Seals from any Scroll row in the Academy. They must still pay the Coin penalty associated with the Wax Seal placement on their personal board.

The active player places a Research token onto any Specimen on the player's personal board that matches any Specimen token found on an island with that player's Explorer.

When scoring the Theory of Evolution track, the player adds 1 Book multiplier to the number of Book multipliers reached on the Track. This happens before scoring the Theory of Evolution track.

Gain 5 victory points during final scoring.

If the Objectives above and below this icon are achieved, gain 4 victory points during final scoring.

Gain 8 victory points during final scoring.

The player immediately takes a Special Wax Seal (purple) from the supply and places it onto the left-most empty Wax Seal spot on one of the worker rows on their personal board. They do not have to pay any indicated Coin penalty for this placement.

The player may move their 5th worker from the side of the player's board onto this spot to unlock the worker.

The player may use this worker in the current round if this is achieved during the Action Phase.

The player may use this worker for the rest of the game. Wax Seals cannot be placed next to this worker, but Temporary Knowledge tokens may be spent to meet Wax Seal requirements.

The placement penalty for visiting an occupied Diary Section is reduced by one for the rest of the game.

During Beagle goal scoring, each Lagging penalty between the player's Ship and the HMS Beagle is reduced to a maximum of 2 (i.e., the penalty will be 1 or 2 victory points from now on). Refer to the Beagle goal scoring section on pages 23-24 for more details.

Crew Cards

Crew cards have four areas of note:

1. The Regular Wax Seal that is assigned to a specific worker during setup.
2. Required minimum Wax Seals that a specific worker will have to accomplish to achieve the Crew card action.
3. Achieved Crew card action.
4. Crew card number used for rules reference and setup.

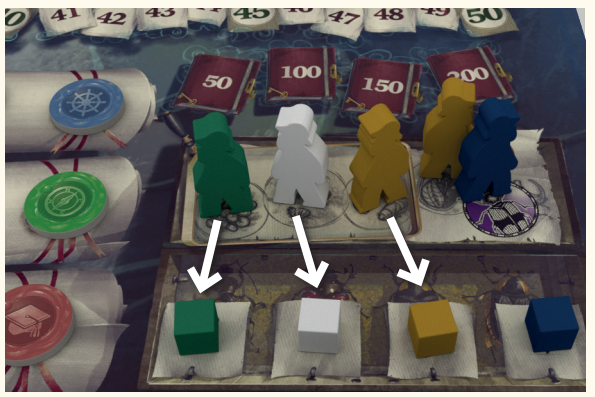
Each Crew card has a list of Wax Seals shown in the center row of the card. In order to achieve a Crew card, a player must have a worker with at least the indicated Wax Seals on its Wax Seal row (not necessarily in order). Only one accomplished Crew card can be assigned to a specific worker's row. Note that Special Wax Seals (purple) act as any color for the purpose of achieving Crew cards. **Temporary Knowledge tokens, however, cannot be spent to fulfill a Crew card.**

During the Action and Reward Phases, players may achieve their Crew cards. Players do this by performing the actions on the bottom of the card and flipping the card over to denote that it has been accomplished. Crew card actions are explained in detail on page 18.

After flipping the card over, the player places it to the left of their personal board with the arrow pointing towards the worker used to achieve that card. The card is now associated with that worker, and that worker can no longer achieve Crew cards.

Modify Turn Order Phase

If there are any workers on the Turn Order location, then the Turn Order track must be modified. The player whose worker is farthest to the left must move their Turn Order marker to the #1 location on the track. If there is more than one worker at this location, each player moves their Turn Order marker to match the relative position of the placed workers. Turn Order markers will only move in relation to others if a worker is placed. If no workers are placed on this location, then the turn order will not change.



Reward Phase

Players gain rewards for Correspondence majorities and Beagle goals. These rewards are gained in the current turn order.

Correspondence Majorities

Three Envelopes give benefits to players with the most and second most Stamps on each Envelope. These majorities are determined starting at the top envelope and moving down.

The player with the most Stamps on an Envelope may now perform all the actions shown in the first section of the associated Correspondence tile as their reward. If there is a tie, then all tied players may perform these actions in current turn order.

The player with the second-most Stamps on an Envelope may now perform all actions shown in the second section of the associated Correspondence tile as their reward. If there is a tie, then all tied players may perform these actions in current turn order. Note that if there is a tie for first-place, the second-place reward will still be performed.

Then, all players who performed an action as a majority reward must remove half their Stamps, rounding up, from the corresponding Envelope and put them into the used Stamps tray on the main board.

After calculating the Correspondence majorities of the first Envelope, both the blue and yellow players are tied for most Stamps. They will both get the first reward of 1 Temporary Knowledge token and 2 Coins each. The green player has the second-most and will obtain the second reward of 2 Coins. All players then discard half their Stamps rounded up (blue and yellow 2 Stamps each, and green 1 Stamp).

Score Beagle Goal Tile

The Beagle Goal tile, directly below the HMS Beagle's position on the Ocean track, is now scored. Each player gains the indicated number of victory points each time they meet the current goal's condition. The gained points may be reduced by penalties depending on the relative position of the players' Ships to the HMS Beagle.

Goal Conditions

Gain 4 victory points for each of the indicated Regular Wax Seals on the player's personal board. Do not score for Special Wax Seals (purple).

Gain 6 victory points for each Research token of the indicated Specimen type on the player's personal board.

Gain 5 victory points for each personal Lens token of the player's color on the main board.

Gain 8 victory points for each empty Stamp stack on the player's personal board.

Gain 4 victory points for each of the player's Wooden Tents on the main board.

Gain 3 victory points for each achieved Objective.

Victory Points gained by scoring Beagle goals will be affected by the Lagging Penalties described on the next page.

Lagging Penalties

If a player's Ship is behind the HMS Beagle on the Ocean track, the player's Beagle Goal points are reduced. Each victory point penalty -4 between the player's Ship and the HMS Beagle reduces victory points gained by the indicated amount. This penalty will never bring the number of victory points gained from a Beagle Goal tile to less than zero.

Once all players have scored the Beagle Goal tile, flip the scored tile face down.

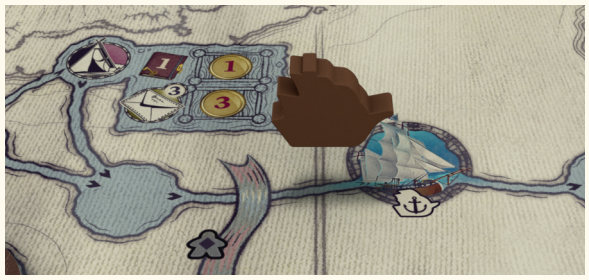
For reference see the adjacent example to the right.

The green player owns 3 red Wax Seals and should score a total of 12 victory points, but since the Ship is two thresholds away from the HMS Beagle, the player will get a total penalty of -7 victory points. Therefore, the green player will score a total of 5 victory points.

Cleanup Phase

If it is the fifth round of the game, the Cleanup Phase is skipped, and players proceed to final scoring. Otherwise, the Cleanup Phase should be performed as follows:

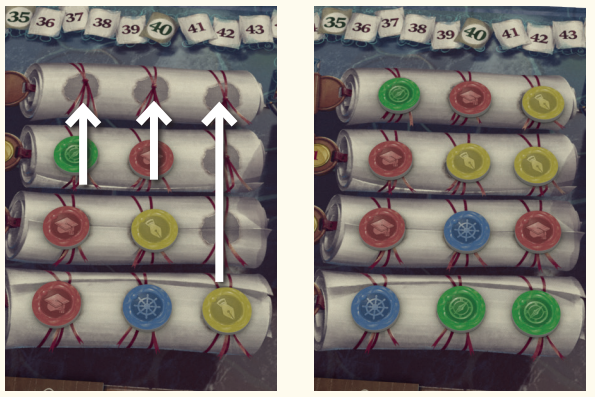
1. Move the HMS Beagle along the Ocean track to the next Beagle Goal position.



2. All players return their workers back to their personal boards.

3. Remove all of the remaining Objectives from the main board and draw 2 new silver and 2 new golden Objectives. Place them on their associated locations.

4. Remove all Wax Seals on the top-most Scroll on the main board. Shift all remaining Wax Seals to the top-most positions until there are no empty Wax Seal locations above any Wax Seal token. Then draw new Wax Seals and fill all empty Wax Seal spots on the Scrolls.



Final Scoring

After the fifth round is complete, players proceed to final scoring, where they will gain all endgame victory points from their personal board, the Theory of Evolution track, leftover Coins, and leftover Temporary Knowledge tokens.

Personal Board Scoring

Each achieved Objective awards the player endgame victory points. If a player achieved the right-most silver and golden Objectives on their personal board, they also gain the 4 victory points shown between those two locations.

Each worker with 5 Wax Seals in their corresponding row awards the player 3 victory points. Each worker with 6 Wax Seals awards an additional 7 victory points for a total of 10 victory points gained from each workers' Wax Seals.

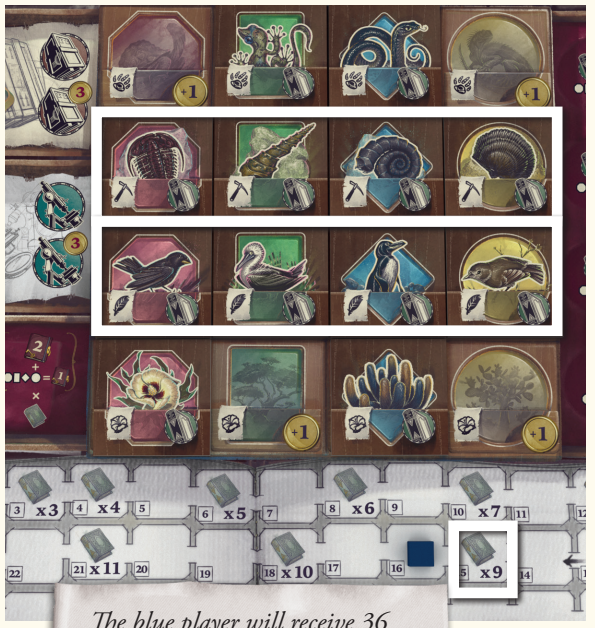
If a player has placed all 5 Tents on Campsites, they receive 5 victory points.

Theory of Evolution Track Scoring

Before players can score this section, the universal Museum modifier must be calculated. This modifier equals 2 plus the number of Museum rows with all four Museum tiles placed on the board.

The resulting number is the Museum modifier. Each player now multiplies the Museum modifier by the number of books the player reached or passed on the Theory of Evolution track. Players gain the resulting number of victory points.

Note that when scoring the Theory of Evolution track, if a player has completed this Objective, they add one Book Multiplier to the number of Book Multipliers reached in their Theory of Evolution track.



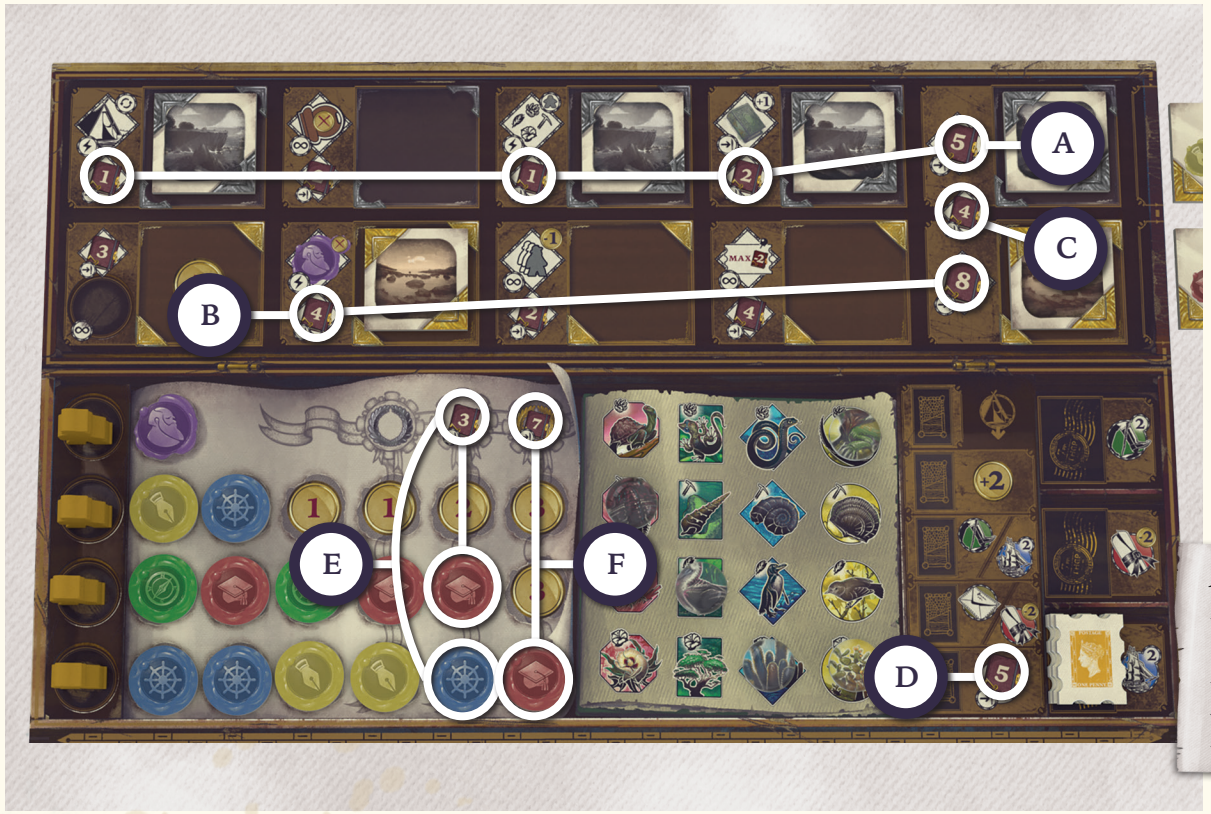
The blue player will receive 36 victory points by multiplying 4 victory points (2 points + 1 additional point for each completed row) by 9 (Book Multiplier on the Theory of Evolution track).

Coins & Temporary Knowledge

Players gain 1 victory point for every complete set of 5 Coins they have left over.

Players gain 1 victory point for each Temporary Knowledge token they have left over.

The player with the most victory points is the winner. If there is a tie, the player that has advanced their Evolution marker farthest on the Theory of Evolution track is the winner. If there is a further tie, the player with the most leftover Coins is the winner. If there is still a tie, players share the victory.



***A** - 1 + 1 + 2 + 5 for the silver Objectives*
***B** - 4 + 8 for the golden Objectives*
***C** - 4 for completing both Objectives on the last column*
***D** - 5 for having used the last Tent*
***E** - 3 + 3 for the workers with 5 Wax Seals*
***F** - 7 for the worker with 6 Wax Seals*

Darwin's Journey Solo Rules

Darwin's Journey can be played solo, where the player competes against an artificial opponent named Alfred.

Setup

Select Alfred's Difficulty

Each player board has an Alfred opponent on its opposite side. There are several difficulty levels of Alfred that can be chosen:

White - Easy

Blue - Medium

Yellow - Advanced

Green - Advanced

A. Select an Alfred difficulty level and place the associated board nearby.

B. Flip the unchosen boards over to their player sides and choose one for yourself.

C. Gather all player pieces of your color and Alfred's color and place them next to their associated boards.

Main Board

Follow the 'Main Board Setup' instructions for a two-player game with the following changes:

A. During step #2 of the base game setup, only shuffle and reveal 4 Special Action tiles instead of 6. Leave the bottom row of the Special Action Diary empty.

B. During step #9 of the base game setup, after you shuffle the two Objective tile stacks, only place one silver and one golden Objective face up on the board.

C. Skip step #14 of the base game setup and instead place the 2-player Turn Order Action token on top of the Turn Order track. Place the marker corresponding to Alfred in the first position of the Turn Order track and your marker in the second position of the Turn Order track.

Player Setup

Follow the 'Player Setup' instructions without any changes.

Gaining Crew Cards

A. Shuffle the Crew cards, draw 5 cards, and place them face up.

B. Select 3 of these cards to keep and place the other 2 back in the box.

C. Take the corresponding Regular Wax Seals, represented in the top right corner on the chosen Crew cards, from the Wax Seals supply. These are placed onto the left-most empty Wax Seal spots next to their workers so that all workers have one Wax Seal next to them.

Drafting Starting Personal Objective Tiles

Follow the 'Drafting Starting Personal Objective Tiles' instructions for a two-player game with the following changes:

During step #4, select one of the available pairs and place the tiles on the right side of your personal board, next to the Objective rows, and remove the other pair from the game.

Alfred Setup

Follow the standard 'Player Setup' instructions with the following changes:

1. During step #1, ensure that the personal board is showing the Alfred side. Place Alfred's personal board directly above your own.
2. Find the 2 Alfred Bonus Track cards of Alfred's color. Randomly place them above the two indicated spots on Alfred's Bonus track at the top of their board.
3. During step #2, place 4 of Alfred's workers onto the A, B, C, & D spots on Alfred's board. Place Alfred's 5th worker onto the left-most space of the Bonus track at the top of Alfred's board.
4. Skip step #5 and place one Coin onto the indicated spot on Alfred's Coin Track along the bottom of Alfred's board.
5. Skip step #6 and instead shuffle the 8 Alfred Action cards and place them face down in a stack below your personal board.

2
3
1
3
4
5

General Gameplay

Turn Order

The game is played as if there were 2 players, which means the Placement Penalty will be 3 coins.

During each of the game's rounds, Alfred always takes the first turn. Alternate turns between Alfred and the Player until all workers have been played.

The Turn Order Action area has been replaced by the 2-player Turn Order Action token which changes the effect of this action. When the active player places a worker there, the player gains 3 Coins instead of 2. There is no further effect from this action when playing solo, as Alfred is always the first to place a worker in each round.

Alfred's Gameplay

Alfred's Board Tracks

Alfred's board has two tracks, a Bonus track along the top and a Coin Track along the bottom.

Bonus Track

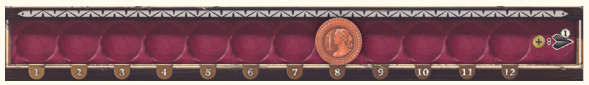
Whenever the action is activated, the worker on Alfred's Bonus track moves to the right by the number of spaces shown on the icon. Alfred gains the indicated victory points every time the bonus worker lands or surpasses the right-most spot of the track.

When surpassing the right-most spot of the track, the bonus worker lands onto the left-most spot of the track, which means this track is a loop.

If the bonus worker surpasses or lands on the 5th or 10th spot on the Bonus track, Alfred performs the action on the Bonus Track card placed above that spot according to the current round number.

If both the 5th and 10th spots are surpassed or landed on with one movement then both associated actions are performed in the order they were crossed.

Coin Track



Alfred's Coins are tracked using the Coin Track. When Alfred spends Coins, the Coin on the track moves to the left an equal number of spaces as Coins spent. When Alfred gains Coins, the Coin on the track moves to the right an equal number of spaces as Coins gained. Alfred can have a maximum of 12 Coins; each excess Coin gained will instead move Alfred's worker one space on the Bonus track. If Alfred spends their last Coin, place the Coin outside the track to indicate that its value is 0.

Alfred Turn Structure

The solo experience of competing with Alfred is similar to that of a standard two-player game. On each turn, Alfred sends one worker to a location on the main board or to the rest spot on Alfred's board.

Step 1: Draw Alfred Action Card

Before drawing a card, if both Alfred Action cards show a Delivery Action icon, reshuffle all Alfred Action cards, wherever they are, to create a new deck.

Draw the top card from Alfred's Action card deck and place it face up below your personal board.

All cards drawn from Alfred's Action card deck must be displayed next to each other.

Step 2: Perform One Action

Each Alfred Action card has two or three different action options shown. Alfred will only perform one action per turn and will always attempt to perform the top-most option first. If there is no legal way for Alfred to perform that action, the next action is attempted. The bottom option on every Alfred Action card is a Rest action , which can always be legally performed.

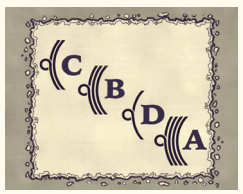
All non-rest Alfred action options that are executed successfully place one of Alfred's workers onto a main board action space. Unless otherwise stated in the rules below, Alfred performs these actions following the standard rules for players.

Alfred's workers will never gain distinctions and will therefore never use the distinction effects shown on the main board.

Rest Action

Place the bottom-most available worker onto any available hammock spot in the Rest action area of Alfred's board. Alfred then gains 7 Coins and moves the Bonus Track worker two spaces to the right.

Main Diary Action



The Main Diary action shows a list of four descending letters corresponding to Alfred's workers.

This list defines the priority order for selecting the worker to use for this action, with the left-most letter being the highest priority. Alfred will attempt to place the highest priority worker that is available on their personal board. If there is no legal way to place this worker onto a Main Diary, Alfred uses the next worker in the priority order. If no workers have legal placements, this action cannot be performed and Alfred will attempt the next action option on the action card instead.

Remember, Main Diaries are defined as the Diary Sections in the top-left and top-middle sections of the board. They contain Exploration, Navigation, Correspondence, and Academy actions.

Each Main Diary placement space has Wax Seal color requirements that Alfred's selected worker must meet.

Alfred must pay 3 Coins to place a worker into an occupied Diary Section. If Alfred cannot afford the Coin penalty, the worker cannot be placed in that Diary Section.

Strongest Placement Location

Alfred will always try to place the worker on the strongest location possible. The strongest location is based on owned Wax Seals, unlocked locations on the main board, previously placed workers, and available Coins. The strongest location is defined as the bottom-most unlocked, empty worker placement location (1 is stronger than 2, and 2 is stronger than 3) for which Alfred has at least one Wax Seal matching the placement's requirements.

If Alfred doesn't have enough Wax Seals to meet the strongest location's requirements, they can spend 3 Coins to add a Temporary Knowledge.

Alfred must purchase as many Temporary Knowledge tokens as they can afford until they reach the Wax seal requirements of the strongest location. If Alfred does not have enough money to reach the location's requirements using Temporary Knowledge tokens, no Coins are spent, and Alfred chooses the next strongest location available.

Example: The worker goes to the strongest Navigation location available by paying 3 Coins to gain Temporary Knowledge that fulfills the requirement of 3 blue Wax Seals.

Priority Cost

When there are multiple locations available of equal strength, Alfred's worker goes to the location which requires they spend less coins for Temporary Knowledge.

Example: Both available Exploration and Navigation locations are equally strong; therefore, the worker performs the Navigation action for free instead of performing the Exploration action, which would require a Temporary Knowledge token costing 3 Coins.

Priority Color

When there are multiple available locations of equal strength and requirements/cost, Alfred's worker goes to the location associated with the worker's left-most matching Wax Seal.

Example: Both bottom-most Navigation and Exploration locations are locked or occupied, and both middle Navigation and Exploration locations are occupied; therefore, the worker goes to the top-most location. Because both of these locations have the same requirements/cost, Alfred's worker goes to the green Exploration action since the worker's left-most Wax Seal is also green.

Once a legal placement has occurred, all associated actions will be performed by Alfred as described in the multiplayer rules, with the following differences:

Gain Objective

When Alfred activates this action, they discard one Objective from the main board, if possible. If there are multiple Objectives, the golden Objective is discarded.

Alfred then moves the Bonus worker forward on the Bonus track. The Bonus worker always moves, even if no Objective was discarded.

Gain Temporary Knowledge Token

Alfred never takes Temporary Knowledge tokens from the supply. Instead, they gain 3 Coins for each token they would have gained.

Academy

Each of Alfred's worker rows has a bracket between two Wax Seal spots. When Alfred performs the Academy action to take a new seal, they place the seal in the top-most worker row with at least one empty Wax Seal spot to the left of its bracket. If there are no empty Wax Seal spots to the left of any bracket, Alfred places the seal in the top-most worker row with at least one empty Wax Seal spot to the right of its bracket.

Alfred always takes a Wax Seal from the cheapest Academy Scroll (unless the action indicates that no Coins are spent, as described below).

Alfred will never place a 4th Wax Seal of the same color within a row. If they cannot afford the scroll to gain a different color, or if none of a different color is available, then this action cannot be performed and they will attempt the next action option on the action card instead.

If there are multiple Wax Seal to choose from:

1. Alfred takes the Wax Seal matching the color of the selected worker's left-most seal, unless that worker already has three Wax Seals of that color.

2. Otherwise, Alfred takes the left-most Wax Seal. If all seals in the cheapest Scroll would be the fourth Wax Seal of a color for the selected worker, Alfred takes the seal from the next Scroll, obeying the same rules.

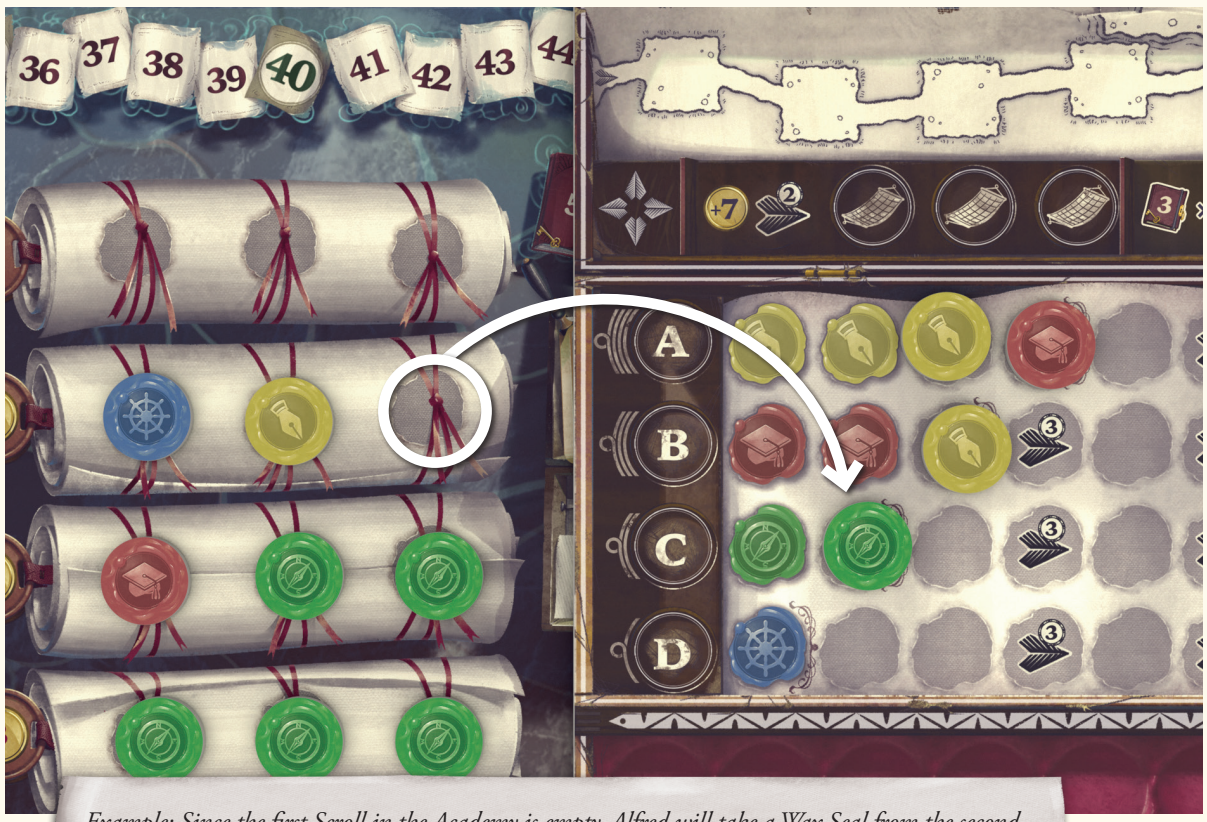
Alfred must pay the indicated Coins shown on the Academy Scroll from where they took the Wax Seal.

If the taken Wax Seal is placed on top of an action, the action is immediately performed.

Note: If this action indicates that no Coins are spent, Alfred attempts to take a Wax Seal matching the selected worker's primary (left-most) color from any Scroll in the Academy, unless they have three Wax Seals of that color already. Otherwise, they will take the top-left-most Wax Seal from the Academy.

Example: Alfred will take the yellow Wax Seal from the Academy since it matches the selected worker row's left-most color and there are less than three yellow Wax Seals in that row.

Example: Alfred will take the red Wax Seal since worker row "A" already has 3 yellow Wax Seals and the red Wax Seal is the left-most seal of the first Academy Scroll.



Example: Since the first Scroll in the Academy is empty, Alfred will take a Wax Seal from the second Scroll. Because all Wax Seal spots to the left of both brackets in the top two worker rows have been filled, Alfred will take the green Wax Seal since it matches the color priority of the worker row "C."

Correspondence

Alfred always takes Stamps from the top-most available stack of Stamps on their board.

The Stamps are placed onto one letter on the main board with the following priority:

1. The top-most Envelope where, by placing the Stamps, Alfred takes the Stamp majority away from the Player.

Example: Alfred is performing a Correspondence action, placing 3 Stamps in the second Envelope to steal the majority from the player.

2. Otherwise, the top-most Envelope that currently doesn't have any of Alfred's Stamps.

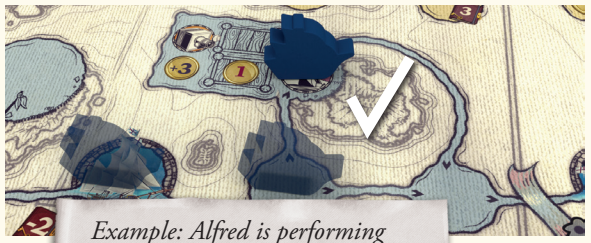
3. If all three Envelopes have Alfred's Stamps, the new Stamps are placed on the Envelope with the least number of Alfred's Stamps. If there are multiple options, the top-most option is selected.

Example: Alfred is performing a Correspondence action, placing two Stamps. Since they already hold the majority in the second Envelope, they will place them in the top-most Envelope, which currently doesn't have any of their Stamps.

If Alfred removes the last Stamp from a stack with an icon next to it, that icon's effect becomes active. These could give Alfred extra actions or an effect that is associated with certain player Objective bonuses. These can be found on page 21.

Navigation

Alfred's Ship moves the full distance indicated on the Navigation action icon. If there are multiple path options, the Ship takes the longest route. This means Alfred's Ship will always take the longest possible path along the Ocean track.



Example: Alfred is performing a Navigation action of up to 2 steps. They take the longest route, which then allows them to perform a Campsite action.

After advancing, the Ship performs every action that it sailed through or landed on during the advancement. These actions are performed in the order they were crossed.

If Alfred's Ship passes a silver banner, one of their Explorers is placed on the starting location of the associated island, just like in the multiplayer game.

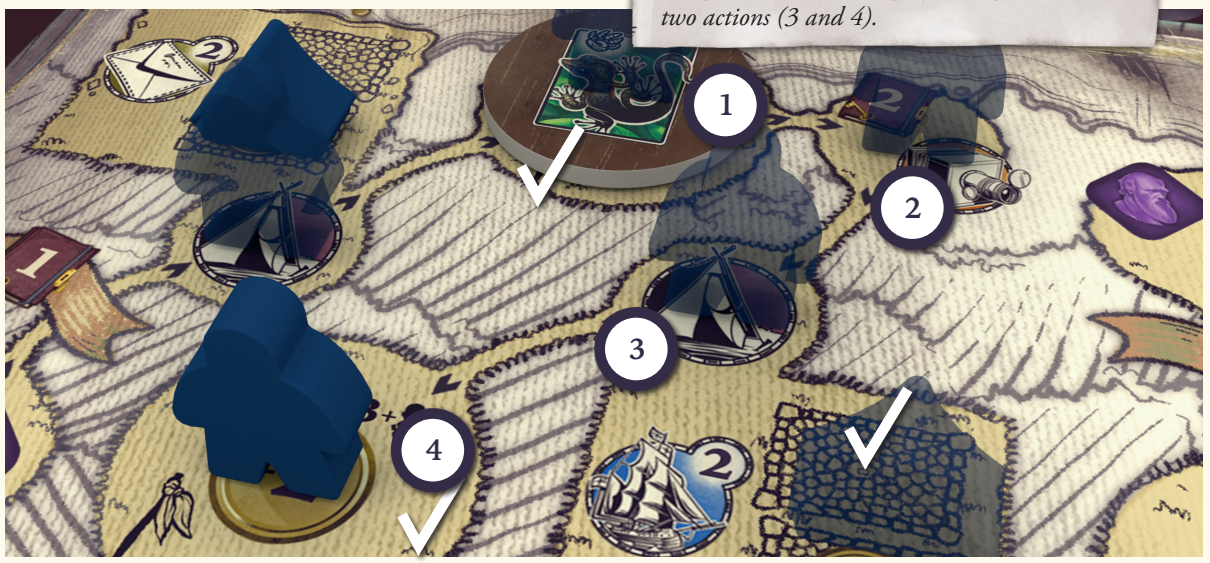
Exploration

Alfred's Explorer on the right-most island moves the full distance indicated on the Exploration action icon. If this Explorer is already at the end of that Island's Track, Alfred will instead move the Explorer found on the next island to the left. If the selected Explorer reaches the end of an Island track, any excess movement is lost. If there are multiple path options, the Explorer will take the route with the most spaces. This means the Explorer always takes the longest possible path along the Island's Track.

Alfred researches all Specimens found along the way and gains the indicated victory points on each golden ribbon their Explorer passes, as long as it is the first Explorer to pass each ribbon.

After moving, Alfred performs the last two actions that their Explorer moved over or landed on with this movement. These actions are performed in the order they were crossed. If one of these two actions involves researching a Specimen, Alfred ignores that action and performs only the other action, as Alfred will have already researched the Specimen.

Example: Alfred is performing an Exploration action of four steps by taking the longest route, researching all the Specimens encountered along the road (1), and performing the last two actions (3 and 4).



Establish a Campsite

Alfred places the top-most Tent from their board onto the activated Campsite as long as there is a space for the Tent and they can afford the indicated Coin penalty. If there are multiple available spots for the Tent, Alfred chooses the cheapest location. If Alfred has no more Tents or can't pay the Coin penalty, this action is ignored, and no Tent is placed.

Alfred will not perform a different action to replace an ignored Campsite action.

After placing the Tent, Alfred performs any actions associated with that Campsite. If there are any icons on their personal board to the right of the removed Tent, these now come into effect. These icons could reward Alfred with extra actions or an effect associated with particular player Objective bonuses. These rewards can be found on page 21.

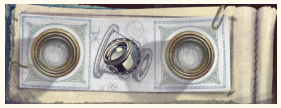
Special Action Diary

The worker is placed on the Special Action tile to the left. Alfred will then move the Bonus worker forward on the Bonus track.

The worker is placed on the Special Action tile to the right. Alfred will then move the Bonus worker forward on the Bonus track.

Alfred will only send a worker to the Special Action Diary if there are no other workers on the Special Action Diary. If there is at least one worker on the Special Action Diary, Alfred attempts the next action option on their action card. The bottom-most available worker is moved to the top-left or top-right worker placement spot within the Special Action Diary. The exact position is dictated by the action showing the worker going to the left or right side. Alfred does not activate this action at this location, and the worker does not need to meet the Wax Seals requirements for this placement. Instead, Alfred moves the Bonus worker 4 times on the Bonus track.

Small Diary Action



Alfred only sends a worker to a Small Diary location to perform an unlock action when there are no other workers on the Small Diary. If there is at least one worker on the Small Diary, Alfred attempts the next action option on their action card.

When Alfred chooses a Small Diary location, the bottom-most available worker is moved to either Unlock Lens spot on the Small Diary.

Alfred then places one of their Lens tokens onto a currently locked Main Diary location with the following priority:

1. The top-most locked location that has Wax Seal requirements that their top-most worker can satisfy and where Alfred is able to pay any associated Coin penalty. The top-most worker does not have to be available for this determination.

A. If there are multiple unlock options, Alfred places the Lens token on the top-most locked location that has the top-most worker's priority color as a requirement. Priority Color is defined on page 30.

B. If none of the locked location options match the top-most worker's priority color, the Lens token is placed on the location that uses the most of the top-most worker's Wax Seals.

C. If multiple locations require the same number of the top-most worker's seals, Alfred unlocks the location that uses a seal farthest to the left on that worker row

Worker A has 2 blue Wax Seals and a red Wax Seal, the priority should be unlocking a Navigation action, but since it is already unlocked, Alfred will place a Lens in the Academy action. If The Worker A also had a green Wax Seal, the Lens would still be placed in the Academy action as the green Wax Seal is further to the right compared to the red Wax Seal.

2. If no locked locations have Wax Seal requirements for which Alfred's top-most worker has at least one matching seal, then Alfred moves down to the next worker row and follows the rules from step #1 again. If no suitable locations are found using the second worker row, Alfred continues down, following the rules from step #1.

Worker A has 2 blue Wax Seals and a yellow Wax Seal, the priority should be unlocking a Navigation action, and if already unlocked, a Correspondence action; but since both of the actions are unlocked, Worker's B priority color is considered. Worker B has 2 green Wax Seals, therefore a Lens will be placed on the Exploration action.

3. If no locked locations have Wax Seal requirements for which any of Alfred's workers have at least one matching seal, Alfred unlocks the cheapest Main Diary location. If there are multiple options, the left-most location on the board will be unlocked.

If Alfred cannot pay the Coin penalty for any locked locations, they will attempt the next action option on their action card.

After placing the Lens token, Alfred attempts to perform all actions on the unlocked location.

Alfred gains 1 Coin whenever the Player places a worker onto one of Alfred's Lens tokens.

Alfred will never unlock a Special Action location.

Deliver Specimens Action

Alfred will deliver up to two Specimens following the rules of the base game, with the second delivery costing 3 Coins.

Remember that a Specimen is only valid for delivery if its associated Museum tile is not in the Museum area of the main board.

The bottom-most available worker is moved to the Museum action on the main board.

If Alfred has more than two valid Specimens, the following priority is used for selecting which Specimens should be delivered:

1. If both the Player and Alfred have researched the same valid Specimens, Alfred delivers those Specimens.

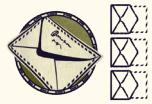
   A. If there are multiple options, Alfred delivers the valid Specimens that will earn the most Coins.

   B. If there are still multiple options, Alfred delivers their top left-most valid Specimens to the Museum. In case of a further tie, the player chooses.

2. If Alfred and the Player have not researched the same Specimens, Alfred will deliver the valid Specimens that will earn the most Coins. If there are multiple options, Alfred delivers their top left-most valid Specimens to the Museum. In case of a further tie, the player chooses.

Alfred gains the bonus Coin or Evolution marker advancements from the Museum as described in the base game.

Prolific Correspondence Action



When Alfred performs this action, they place one Stamp onto each of the three envelopes on the main board. Stamps are taken from the top-most available stack on their personal board.

Add Explorer Action

When Alfred performs this action, they place one of their Explorers onto the starting location of a new Island track. Select the leftmost Island track that does not already have one of Alfred's Explorers on it.

Step 3: End of Turn

Once Alfred has performed all actions associated with their worker placement, their turn is over, and the Player can now take their turn.

Turn Order Phase

This phase is ignored when playing against Alfred because Alfred always goes first in each round.

Reward Phase

Alfred and the Player score the Correspondence Envelopes in the same way that is described in the multi-player section of the rulebook, found on page 23.

The Player scores for the HMS Beagle tile as in the base game, but Alfred ignores this tile.

Instead, Alfred gains points equal to the value shown on their personal board multiplied by the current round number.

Then subtract all lagging penalties between their Ship and the HMS Beagle from the multiplied total.

Cleanup

Perform the standard Cleanup Phase, but only place one new silver and one new golden Objective into the Objectives action area.

Slide the bottom rows of the two Bonus Track cards under Alfred's board so that the lowest visible row matches the next round's number.

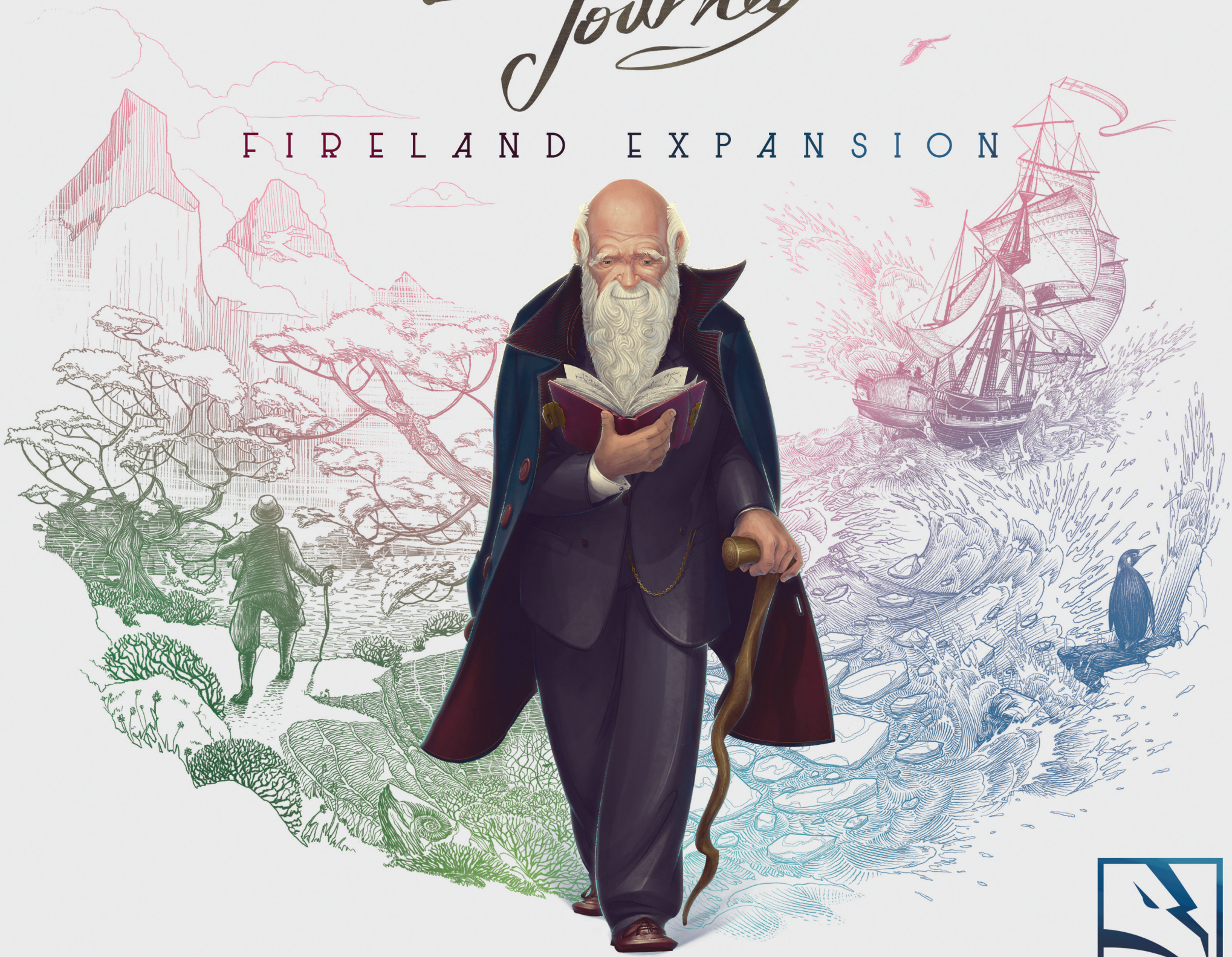
Endgame Scoring

The Player and Alfred both gain endgame points according to the multi-player rules.

The Player wins if they have a higher final score than Alfred. If there is a tie, the Player wins if their Theory of Evolution track marker is farther than Alfred's marker. If there is still a tie, the Player wins if they have more leftover Coins than Alfred. If there is still a tie, Alfred wins.

Darwin's Journey

FIRELAND EXPANSION



THUNDERGRYPH GAMES

Looking back at our exploration of Tierra del Fuego, time became hazy as we discovered the bountiful wilderness of the archipelago.
The days of our new adventure felt infinitely long, arduous, and sometimes surreal, but time was slipping through our fingers faster than we realized.

In the Fireland expansion of Darwin's Journey, players retrace Charles Darwin's expedition across the territories of Tierra del Fuego.
Fireland introduces time management and an exciting new map. Players can go on adventures to gain fruitful rewards, but they must be careful to spend their limited time wisely!

COMPONENTS

12 Land Adventure Cards

10 Ocean Adventure Cards

12 Objective Tiles
(6 silver, 6 golden)

8 Ships (2 per player color)

10 Ocean Adventure Tokens

8 Time Penalty Tokens

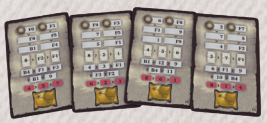
4 Crew Cards

3 Beagle Goal Tiles

8 Explorers (2 per player color)

12 Land Adventure Tokens

4 Adventure Scoring
Aid Cards


4 Fireland scenario cards

9 Special Action Tiles

4 Cubes (1 per player color)

4 Elude Time Tokens

2 Correspondence Tiles

8 Time Wax Seals

6 Viewpoint Tokens

Standard Setup

1A. Place the main board with the Fireland side (the side with the Time track) face up.

1B. **4-players:** place 1 Bookmark token down the middle of all 3 Diaries on the main board.

2. Shuffle the Fireland Crew cards, Objective tiles, Beagle Goal tiles, Correspondence tiles, Special Action tiles, and Time Wax Seals into the base game sets for each component. The backside of base and expansion components should match.

Note: Time Wax Seals have a purple front side and a black backside to help with sorting.

3. Follow the base game setup procedures.

Note: When playing with a Scenario card, it will indicate specific components to add instead of choosing randomly during setup. Scenario cards are explained on page 6.

4. Place 1 Land Adventure token on each matching golden ribbon icon on the Land tracks at the bottom of the board. Only cover icons with a player count symbol when the game is played at the indicated player count or higher.

5. Place 1 Ocean Adventure token on each matching golden ribbon icon on the Ocean tracks at the bottom of the board. Only cover icons with a player count symbol when the game is played at the indicated player count or higher.

6. Shuffle the Viewpoint tokens. Place 1 token face down on each matching location at the end of the Land and Ocean tracks. Once all Viewpoint tokens have been placed, flip them all to their face-up side.

7. Shuffle the Time Penalty tokens and randomly place 3 of them face up onto the pocket watch icons on the Time Track board. Place the unused Time Penalty tokens back into the box - they will not be used for the remainder of the game.

8. Place 1 cube (from now on called Time Track marker) of each player's color on the 0 spot of the Time track.

9. Shuffle the Land and Ocean Adventure decks separately and place them face down to the side of the main board.

10. Each player places 1 Adventure Scoring aid card near their personal board.

11. Each player places their extra Ships and Explorers near their player board. They should now have a total of 4 Explorers and 2 Ships.

Scenario Setup

Overview

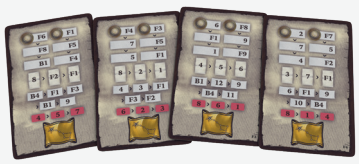
Each Scenario card provides the players with a crafted game experience. Instead of randomly choosing components during setup, players will use specifically designed sets of components which will lead the experience in a particular direction.

Scenario Descriptions

Use the reference identifier in each card's bottom RIGHT to learn about how that Scenario will affect the game:
F1: Focused on giving players opportunities to gain and spend Time.
F2: Exploring and Navigating are a primary focus, but managing heavy Time expenditures also becomes a priority.
F3: Maximizing Beagle Goal tile scoring becomes the priority, and they will pull the players in several interesting directions.
F4: An expert level Scenario where Correspondence and Special actions do little to help the players and Coins are hard to find.

Setup

Only Fireland scenario cards may be used, they have a golden banner icon. Players may select the Scenario card that fits their desired play experience or randomly select one from the stack. During base game setup, place specific components instead of choosing them randomly. Use the reference numbers shown on the Scenario card to place the specific Special Action tiles, Correspondence tiles, Beagle Goal tiles, and Time Penalty tiles onto their associated board areas. Note that the Correspondence tiles and Time Penalty tiles shown left to right are placed top to bottom in their areas.



Time Track

Each player has a Time Track marker on the Time track indicating their Time spent in the game.

Spending & Gaining Time

Players must spend Time to perform an action when the action shows a closed pocket watch icon. Players spend Time by moving their Time Track marker down the Time track the number of spaces indicated on the pocket watch icon.
If the player's Time Track marker would pass the eleventh space, they stay on the eleventh space and instead lose 3 victory points for each remaining Time they must spend.

Players gain Time when an action shows an open pocket watch icon. Players gain Time by moving their Time Track marker up the Time track the number of spaces indicated on the pocket watch icon. If the player's Time Track marker would pass the zero space, they stay on the zero space and any remaining gained Time has no effect.

Time Track Penalties

Each penalty on the Time Track applies to all players whose Time Track marker is on or below that penalty's row. This means the first penalty applies to all markers at three or more Time, the first and second penalties apply to markers at six or more Time, and all three penalties apply to markers at nine or more Time. Time penalties impose extra costs or reduce the effects of various actions in the game. These penalties are added to any other costs associated with those actions.

2 Coins must be spent for **each** Museum Delivery action.

1 Coin must be spent for **each** Gain Scroll action.

An additional 2 Coins must be spent to place a worker in an occupied Diary Section.

Each Museum Delivery action has its Theory of Evolution track advancement reduced by one.

Each time an Objective is achieved, the player loses 2 victory points on the victory point track. If the player doesn't have 2 victory points to lose, the Objective cannot be achieved.

Each Correspondence action earns one fewer Stamp than indicated on the Correspondence icon.

Each Navigation action has its Ship advancement reduced by one.

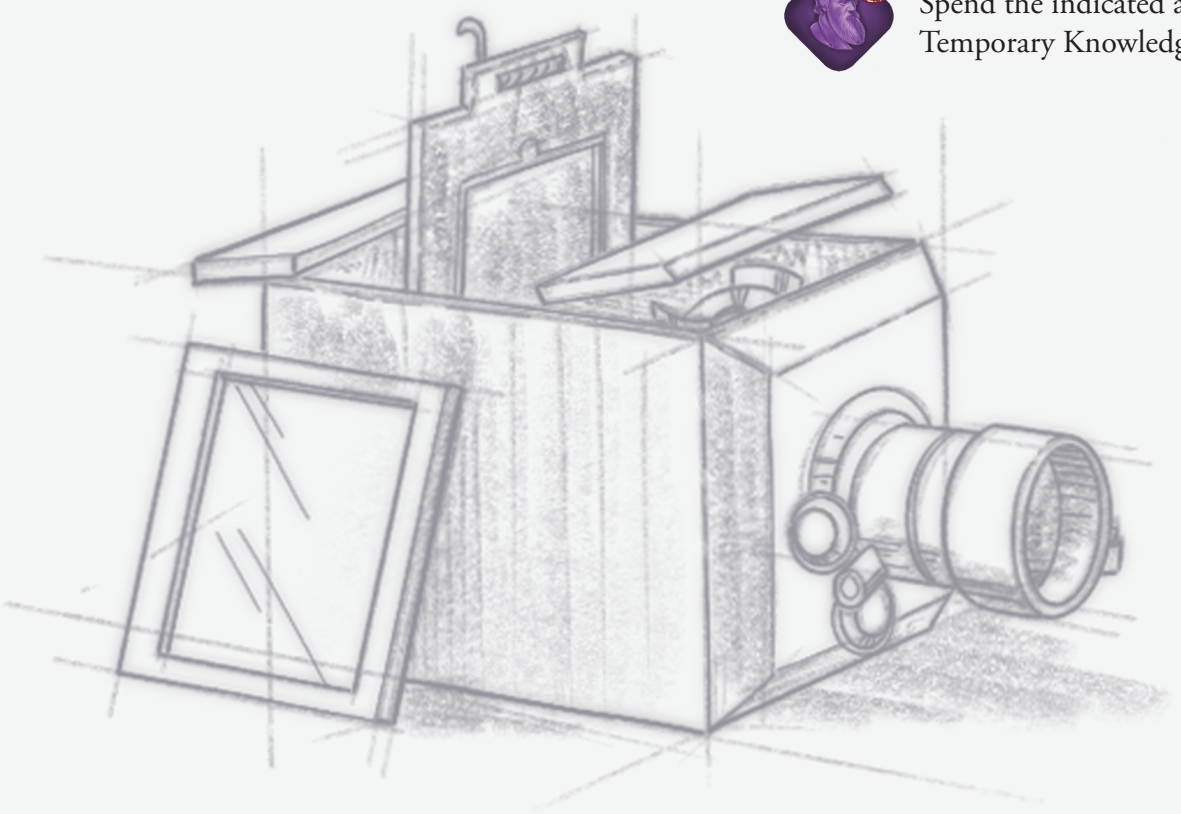
Each Exploration action has its Explorer advancement reduced by one.

Adventures

Each time a player moves their Explorer or Ship across a golden ribbon that has an Adventure Token, they must go on an Adventure.
There are two types of Adventure tokens and Adventure cards: Land and Ocean. When the player's Explorer or Ship crosses one of the tokens, the player draws a card from the deck that matches the Adventure type (Land or Ocean).

Each Adventure card has two reward options listed at the bottom. The player **must** immediately choose one of these options, pay its associated cost, and gain the listed rewards. After a player gains a reward, the drawn Adventure card is discarded into the discard pile of the corresponding type of Adventure (Land or Ocean).

Note: In the rare event that the player cannot pay the costs associated with either action, they discard the Adventure card without gaining any benefits and leave the Adventure token on the board.



Adventure Costs

Spend the indicated amount of time. Any new Time Track penalties resulting from this movement come into effect immediately.

Spend the indicated number of Coins.

Spend the indicated amount of Time and Coins. Any new Time Track penalties resulting from the Time marker movement come into effect immediately.

Lose the indicated number of victory points.

Move back the indicated number of spaces on the Theory of Evolution track.

Move one of that player's Ships the indicated number of spaces backward on the associated Ocean track.
Do not perform any actions on the location where the Ship landed.

Spend the indicated amount of Temporary Knowledge tokens.

Adventure Rewards

Reward Actions are shown to the right of the costs on the Adventure Card. The player may perform the actions in any order.

One of the reward options will always have a Land or Ocean Adventure token icon. When this reward is chosen, the player removes the Adventure token they crossed on the Main Board. The player should keep this token in their player area next to their Adventure Scoring aid card.
Removing this token means no future players will be able to perform an Adventure when crossing that golden ribbon.

Example: The player has two cost/reward options (A and B). If the player chooses option A, they will pay 1 Time and 2 Coins in exchange for performing an Exploration action of up to 2 steps and collecting the Land Adventure token. If the player chooses option B, they will pay 3 Time in exchange for performing a Navigation action up to 2 steps and gaining 2 Temporary Knowledge tokens. Since option B doesn't show the token icon, the Land Adventure token remains on the board and another player may use it for an Adventure later in the game.

Time Wax Seals

Time Wax Seals are shuffled in with the RegularWax Seals during setup, which means they might appear on the Academy scrolls during the game.

When purchased, Time Wax Seals have an additional cost of 1 Time on the Time track. Once placed, Time Wax Seals act like Special Wax Seals, meaning they act as any color for the associated worker.

Viewpoints

At the end of each Land and Ocean track, there is a Viewpoint token that was randomly chosen and placed during game setup.
The first player to reach a Land or Ocean spot with a Viewpoint token removes that token and immediately performs the indicated action. If the player cannot pay the costs associated with that action, the action is forfeited. The player should keep the Viewpoint token in their area.

Note that several Viewpoints are shared between multiple Land and Ocean tracks.

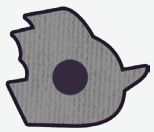
Exploring the Island

The Fireland Expansion map has 5 different exploration tracks. All but the first track must be unlocked in the same manner as the base game. Explorers are never allowed to move from one track to another. Once an Explorer reaches a Viewpoint ,it cannot proceed any further. Note that one of the tracks has a forked path that leads to two different Viewpoints.

Unlocking Ocean Tracks

The Fireland expansion has three Ocean tracks. At the beginning of the game, players only have access to one of the Ocean tracks. The other two Ocean tracks are unlocked by exploring the Land tracks.

When a player's Explorer crosses a silver ribbon with a Ship icon, they unlock the indicated Ship.



Place a Ship of that player's color on the starting location of the Ocean track that matches the shape on the Ship icon.

When players perform Navigation actions, they may only move a single Ship. Navigation advancement steps may not be split between multiple Ships unless this is expressly permitted by a Special Action tile.

Endgame Scoring

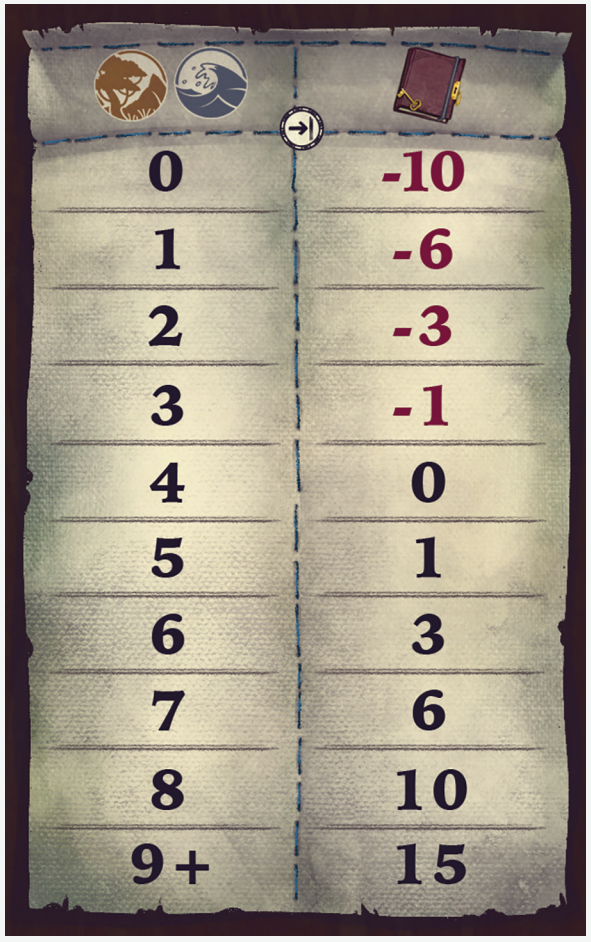
In addition to standard endgame points, players modify their score based on how much Time they spent and how many Adventure Tokens they gained.

Time Track Victory Points

Each player loses the victory points indicated on the icon under their Time Track marker's current position. Only the 0,1, and 2 spots don't have a victory point penalty.

Adventure Token Victory Points

Each player counts their combined Land and Ocean Adventure tokens. They gain or lose victory points as indicated on their Adventure Scoring aid card. A player loses victory points when they have 3 or fewer Adventure tokens and gains points when they have 5 or more.



0	-10
1	-6
2	-3
3	-1
4	0
5	1
6	3
7	6
8	10
9+	15

New Crew Cards

When these Crew cards are achieved, the player goes on an Adventure. The type of Adventure is indicated with a Land or Ocean icon on the card.

If the player chooses the Adventure reward with the Adventure token icon, the player takes an Adventure token of that type (Land or Ocean) from anywhere on the Fireland Map Board.

New Objective Requirements

The player must have spent at least the indicated Time on the Time track.

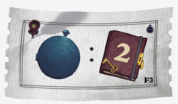
The player must have gained at least the indicated number of Adventure tokens of the specified type.

The player must have achieved one or more Crew cards. They must also have their Evolution marker on, or past, the fifth position on the Theory of Evolution Track.

New Beagle Goal Tiles

Each player gains 4 victory points for every Land Adventure token they have gained.

Each player gains 6 victory points for each Ocean Adventure token they have gained.



Each player gains 2 victory points for every Time they have spent at the moment this is scored.

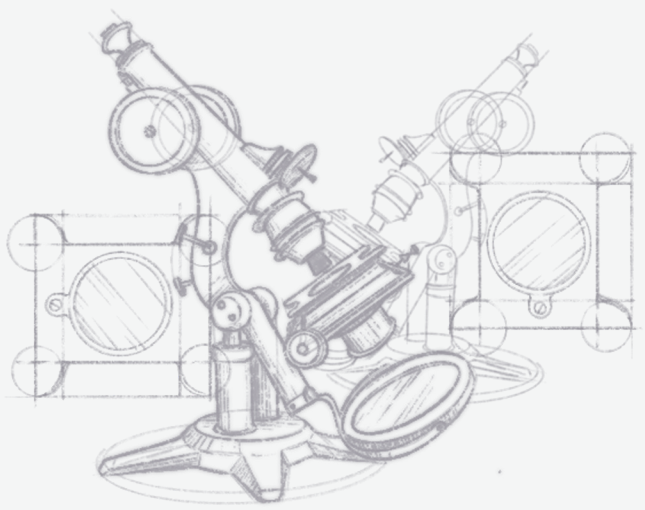
New Correspondence Rewards

The activating players gain 2 Coins each. All other players must spend 1 time.

Gain 2 Coins.

Gain 2 Time.

Gain 1 Time.



New Special Action Tiles

Go on a Land Adventure. The player does not spend any Time when gaining the chosen reward.

If the player chooses the reward with the Adventure token icon, they take a Land Adventure token from anywhere on the Fireland Map Board.

Go on an Ocean Adventure. The player does not spend any Time when gaining the chosen reward.

If the player chooses the reward with the Adventure token icon, they take an Ocean Adventure token from anywhere on the Fireland Map Board.

If, during setup, this Special Action Tile is drawn, place all 4 Elude Time tokens next to the game board.

When a player performs this action, they take 1 Elude Time token and ignore all Time penalties for the remainder of the round. All other players must spend one Time immediately. During the Cleanup Phase, all Elude Time tokens must be discarded back to the supply.

Gain 2 Time. All other players must spend 1 Time immediately.

Gain 3 Time.

Immediately perform the top reward option from a Correspondence tile on the game board. Any costs associated with that action must be paid or the reward is forfeited.

Place a single Stamp onto each of the 3 Envelopes.

Advance up to 4 Land or Ocean steps. The movement may be split between 2 different Explorers or 2 different Ships. If the movement is split between two tracks, both landing actions may be performed.

Advance up to 2 Explorers one step each **and** advance up to 2 Ships one step each on the Land and Ocean tracks. Each movement must be performed by a different piece. The landing action may be performed for each piece that is moved.

Base Game Compatibility

The following components are fully compatible with the base game and can be used when not playing with the Fireland expansion.

Solo Mode Rules

The Fireland solo game is a more complex experience than the base game, so first playing several solo games without the Fireland expansion is strongly recommended.

Use the base game solo ruleset along with the modifications explained below.

Adventure Tokens

Whenever Alfred reaches or passes an Adventure token, they will collect it from the board. Alfred will not draw an Adventure card; instead they spend 2 Time and advance 2 spots on their Bonus track.

Important Note: If Alfred collected an Adventure token while Exploring, they will only perform the action where their Explorer ended its movement (instead of performing two actions). Alfred will still research all Fireland Specimens they reach or pass on the track. If Alfred collects an Adventure token *and* their Explorer ends on a Research Specimen action, Alfred does not perform any further actions.

Explorer Movement

When Alfred performs Exploration actions, they will move their Explorer if it is unlocked and it is not at the end of its track. Otherwise, they will move their most recently unlocked Explorer.

If Alfred's Explorer has multiple path options, it will take the longest path (the path with the greatest number of spaces to its endpoint).

Ship Movement

When Alfred performs Navigation actions, they must select one Ship to move for the entire action. If their Ship on the main Ocean track is behind the HMS Beagle, they will select that Ship for the Navigation action. Otherwise, they will select their most recently unlocked Ship.

Time

Alfred gains Time, spends Time, and is affected by Time penalties in the same way as other players.

Endgame Scoring

Alfred scores points for their Adventure tokens and Time track position in the same way as other players.

Animal Companion

Mini-expansion

Components

6 Animal Companion cards

Overview

These helpful animals will give players an initial benefit during setup, as well as a one-time use action during the game.
They are recommended for players new to the game.

Animal cards can be given to all players or just to newer players who want assistance while competing against more experienced players.

Setup • All Players

1. Before players gain Crew cards, shuffle the Animal cards. Deal as many Animal cards as there are players, plus one, face up onto the table.

2. Starting with the player whose. Turn Order marker is farthest to the right, and moving to the left, each player takes 1 Animal card and places it face up in front of them.

3. Each player then immediately gains the benefit shown in the top right corner of their Animal card.

Setup • some Players

1. Before players gain Crew cards, each player may choose to draw 2 random Animal cards. Players will choose one of these cards to keep. Once all players have chosen their Animal card, they simultaneously place their cards face up in their player area. Remove the remaining cards from the game.

2. Each player with an Animal card immediately gains the benefit shown in the top right corner of the card.

Gameplay

A player may discard their Animal card any time during their turn in order to perform the actions show at the bottom of the card. If there are multiple actions, then they may be performed in any order. After the Animal card has been used, remove it from the game.

Great Ship

Mini-expansion

Components

11 Great Ship cards

Setup

1. Follow this setup procedure immediately after all players have gained their starting Objectives.

2. Unless you are also playing with the Fireland Expansion, remove the following Great Ship cards:

GS1 GS10

3. Shuffle the Great Ship cards and draw the number of cards equal to the player count, plus 1. Place these cards face up near the board where all players can see them.

4. The player whose marker is farthest to the right on the turn order track takes 1 Great Ship card and places it face up near their personal board. Going from right to left on the Turn Order track, each player takes one Great Ship card until one remains on the table. Remove the remaining card and all face-down Great Ship cards from the game.

Gameplay

Each Great Ship card provides a unique benefit as described on the next page.

Used only with the Fireland Expansion
GS1 - When the player gains an Adventure token, they may place it onto an empty spot on this card. They then gain the Adventure rewards from their selected option twice. This card may only be activated three times per game. Adventure tokens placed on this card count towards final scoring.

GS2 - Each time the active player achieves a Crew card, they gain all the listed rewards twice. Each reward may be taken in any order.

GS3 - Each time the player researches the 2nd, 3rd, or 4th Specimen in a column (in any order), they also perform the indicated action as a reward. These rewards, from top to bottom, are: gain 2 Coins, gain 4 victory points, and unlock one location for free. Each reward may be performed no more than once per column.

GS4 - The player may place a worker onto a locked location by spending 1 Temporary Knowledge token. The worker must still satisfy the Wax Seal requirements of this location.

GS5 - Each time the player's Ship lands on or passes the HMS Beagle location, the player may perform one bonus action: a value 2 Navigation action, a value 2 Exploration action, a value 2 Correspondence action, or a value 1 Academy action.

GS6 - After the player places a Tent onto the main board, they may also deliver 1 Specimen to the Museum.

GS7 - When determining Correspondence majorities, the player discards no more than 1 Stamp from each envelope.

GS8 - All Exploration actions have the movement reduced by 1, which may reduce the movement to 0. All Exploration rewards shown on this card (Coins, Temporary Knowledge, Evolution track advancement, and victory points) are doubled for the player.

GS9 - When choosing this card during game setup, the player must place one of their personal Lens tokens onto each of the 6 Lens locations on the card. When placing a personal Lens token, the player removes it from this card and places it onto the main board. They immediately gain the reward that was associated with the removed personal Lens token.

Used only with the Fireland Expansion
GS10 - Each time the player gains any amount of Time, they gain 1 additional Time.

GS11 - Each time a player's Ship moves past an opposing Ship or the HMS Beagle, they gain rewards depending on the player count:
Two players - 2 Coins & 3 victory points
Three or Four players - 1 Coin & 2 victory points

Pirates

Mini-expansion

Components

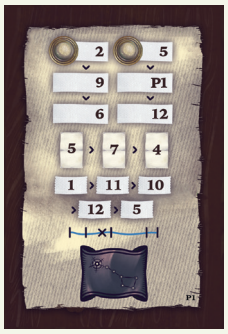
1 Wooden Pirate Ship
4 Pirate Crew cards
9 Silkscreen printed Treasure tokens
1 Special Action tile
1 Scenario card

Setup

1. Place 1 Treasure token onto each Campsite location on the Island and Ocean tracks.

2. Shuffle the Pirate Crew cards with the base game Crew cards.

3. **Optional**
   Players may choose to use the Pirate Scenario, in which gold is abundant but the threat of Pirate raids is constant. Instead of choosing randomly, players should use the Pirate Scenario card (P1) to set up the Special Action tiles, Correspondence tiles, Beagle Goal tiles, and Pirate Ship location. The Scenario card shows the component numbers that go into each of the associated areas of the board and the Pirate Ship is placed into the Ocean Region shown with the X. Ignore the rest of the Pirate Expansion setup steps.



P1

4. Place the Pirate Ship near the main board.

5. During the 'Main Board Setup' step in the base game, only draw 5 random Special Action tiles. Then add the Pirate Special Action tile and shuffle all 6 tiles before placing them on the board.

Optional
For a more interactive game, place the Pirate Special Action tile on one of the top locations of the Special Action Diary so that the Pirate action is unlocked at the start of the game. Then randomly place the other 5 tiles onto the Special Action Diary.

Discovering Treasure

While Navigating and Exploring, Ships/Explorers might discover Treasure tokens at Campsite locations. When a Ship or Explorer lands on or passes a Campsite location, they will either take the Treasure token or move the Pirate Ship, as explained below.

Taking the Treasure

The active player may take the Treasure token from the Campsite location and place it near their personal board. They then gain 3 Coins from the supply. These Coins are gained immediately, which means they may be used to pay the costs later in the current action.

Moving the Pirate Ship

If the active player decides to leave the Treasure token on the board or there is no Treasure token on the Campsite location, they may instead move the Pirate Ship. They take it either from the supply or the board and place it onto an Ocean Region of the active player's choice. An Ocean Region is the area between lagging penalties, not including the area with the Ocean track starting space (pictured below). The Pirate Ship is placed near, but not on, the Ocean track to indicate which Ocean Region it is in.

Base Game

Fireland Expansion

Pirate Raid

After each Reward Phase, every player whose Ship is in the same Ocean Region as the Pirate Ship will be raided. Each player with a raided Ship loses 2 Coins as well as 2 additional Coins for each Treasure token they currently have near their personal board. Players must spend Coins if they have them, and for each Coin a player cannot pay, they instead lose 1 victory point (to a minimum of 0 victory points on the victory point track). Each player whose Ship was raided returns all of their Treasure tokens back to the box.

Important: The Pirate Ship only moves when a player leaves a Treasure token on the board, when a Campsite does not have a Treasure token, or when the Pirate Special Action tile is activated. This means the Pirate Ship may raid the same Ocean Region multiple rounds in a row if no player has moved it.

Pirate Special Action Tile

When performing the Pirate Special Action (P1), the active player gains 2 Coins and may move the Pirate Ship according to the "Moving the Pirate Ship" rules above.

Pirate Crew Cards

This expansion adds 4 new Crew cards:

P1 - The player may perform two Research Museum Specimen actions, as explained in the base game rules, ignoring any Coin penalties.

P2 - The player returns any placed worker of their color to any empty worker slot on their personal board. The worker may be placed again later in the current round following normal worker placement rules.

P3 - The player may gain up to 2 Objective tiles from anywhere in the Objective discard pile.

P4 - The player gains all the rewards associated with any Campsite on the board. The player ignores all costs and does not place a Tent. A Campsite may be chosen even if all its Tent sites are occupied.

Scenarios

Mini-expansion

Components

4 Beagle Goal tiles
3 Special Action tiles
4 Crew cards
4 Scenario cards
4 Objective tiles (2 silver, 2 golden)

Scenarios Overview

Each Scenario card provides the players with a crafted game experience. Instead of randomly choosing components during setup, players will use specifically designed sets of components which will lead the experience in a particular direction.

Setup

All Scenario cards in this expansion (red banner) are not compatible with the Fireland expansion. Players may select the Scenario card that fits their desired play experience or randomly select one from the stack. During base game setup, place specific components instead of choosing them randomly. Use the reference numbers shown on the Scenario card to place the specific Special Action tiles, Correspondence tiles, and Beagle Goal tiles onto their associated board areas. Note that the Correspondence tiles shown left to right are placed top to bottom on the board.

New Crew Cards

B1 - The player selects a previously placed Tent of that player's color and performs the associated actions as if the Tent had just been placed for the first time. They also gain 1 Temporary Knowledge token.

B2 - The player performs a value 5 Navigation action.

B3 - The player performs an Academy action without paying any Coin costs for the selected Seal or for placing the Seal on their personal board. They also gain 3 victory points.

B4 - The player moves their Evolution marker forward 2 spots and then gains 5 Coins.

Scenario Descriptions

B1 - Researching Specimens and writing Correspondence letters become the primary focus.

B2 - Provides many ways to gain Coins, which makes it easier to unlock Lens tokens and place workers into occupied Diary Sections.

B3 - Focused on extensive Exploration and Navigation as well as unlocking bonuses on player's personal boards.

B4 - Gaining Wax Seals and placing Tents become the primary focus.

New Tiles & Cards Setup

Shuffle the new Beagle Goal tiles, Special Action tiles, Objective tiles, and Crew cards with the matching components from the base game before setup. All of these components are compatible with all other expansions.

New Beagle Goal Tiles

B1 - Each player gains 3 victory points for each Specimen token on their personal board.

B2 - Each player gains 2 victory points for each Wax Seal on their personal board, including those they gained during setup.

B3 - Each player gains 8 victory points for each of their workers that has earned the silver distinction by having 4 or more Wax Seals.

B4 - Each player gains 2 victory points for each book icon they have landed on or passed on the Theory of Evolution track.

New Special Action Tiles

B1 - Gain 2 Coins for each Specimen token on the player's personal board, up to a maximum of 10 Coins.

B2 - Gain 2 victory points for each Tent the player has placed.

B3 - Spend a Temporary Knowledge token to perform any unachieved Crew card reward.

New Objective Tiles

The player must have placed an explorer on to the Island track associated with the Circle Explorer icon.

The player must have at least one worker that has obtained the silver distinction by having 4 or more Wax Seals.

The player must have at least one worker that has obtained the golden distinction by having 6 Wax Seals.

The player must have at least one Explorer on the final location of an Island track.

Adventure Cards

Ocean Adventures

1 Seasickness
You feel clammy, lethargic, and nauseous.

A. *Get some fresh air on the ship's deck.*
Spend 3 Time to gain 2 Temporary Knowledge tokens and 2 Coins.

B. *Push through it and focus on your work.*
Spend 3 Time to perform 2 Correspondence actions of 2 Stamps each and collect the Ocean Adventure token.

2 Sickness
You are too weak and exhausted to get out of bed.

A. *Close your eyes and get some rest.*
Spend 2 Time to gain 4 victory points and collect the Ocean Adventure token.

B. *Study your books from bed.*
Spend 4 Time to perform 2 Academy actions discounted by 2 Coins each.

3 Thunderstorm
The weather is crashing a lifeboat against the hull.

A. *Cut the ropes of the lifeboat to preserve the hull and keep your belongings safe.*
Spend 3 Time to advance 3 steps on the Theory of Evolution track and collect the Ocean Adventure token.

B. *Focus on other tasks and wait for the storm to end.*
Go back 2 steps on the Theory of Evolution track to gain 3 Time.

4 Cannons
A coastal fort has fired its cannons towards our ship.

A. *Proceed onward, avoiding the coastal attack.*
Spend 4 Time to gain 8 Coins and 2 victory points.

B. *Stop and raise the white flag to surrender.*
Spend 1 Time to gain 2 Coins and collect the Ocean Adventure token.

5 Iceberg
An iceberg is floating towards a manned lifeboat.

A. *Stay the course and maneuver around it.*
Spend 3 Time to gain 2 victory points and advance 3 steps on the Theory of Evolution track.

B. *Veer the ship and change route, it's too dangerous.*
Go back 3 steps with your ship on the HMS Beagle Ocean track to gain 2 Time and collect the Ocean Adventure token.

6 Ice
The ocean is freezing over and the ship may become stuck.

A. *Forge onward by finding ways through the ice.*
Spend 3 Time to gain 5 victory points and perform a Navigation action of up to 2 steps.

B. *Return to the coast and spend the winter researching with the materials you have on board.*
Spend 1 Time to gain an Objective and collect the Ocean Adventure token.

7 Laid Ashore
The ship is stuck on the Rio Santa Cruz shore and requires repair.

A. *Stay onboard and repair the ship.*
Spend 1 Temporary Knowledge token to gain 1 Time.

B. *Explore the nearby land.*
Spend 2 Time to perform an Exploration action of up to 2 steps and collect the Ocean Adventure token.

8 Mirage
You lost your route following what turned out to be a mirage.

A. *Focus on studying your gathered materials while you get back on track.*
Spend 1 Time to perform an Academy action and collect the Ocean Adventure token.

B. *Hire a local guide to quickly get back on your route.*
Spend 2 Coins to gain 2 Time.

9 Rough Sea
A rare specimen is spotted on a reef, but conditions make it hard to approach.

A. *Push on and collect the specimen despite the risk.*
Spend 3 Time to research a Specimen on the same track as the player's Explorer.

B. *Leave the specimen and make careful notes describing it from afar.*
Spend 2 victory points to perform a Correspondence action of 1 stamp and collect the Ocean Adventure token.

10 Another Ship
Your lookout spots another ship that appears to be asking for help.

A. *Change course towards the ship to provide assistance.*
Spend 3 Time to gain 4 Coins and 4 victory points.

B. *Continue on your way and ignore the ship.*
Spend 3 Coins to gain 2 Time and collect the Ocean Adventure token.

Land Adventures

1 Riot
Your expedition is overtaken by a riot of locals.

A. *Fight the riot to protect your scientific materials.*
Spend 4 Time to gain 2 Temporary Knowledge tokens and 4 victory points.

B. *Retreat and write to the local authorities for assistance.*
Spend 1 Time to perform a Correspondence action of 1 Stamp and collect the Land Adventure token.

2 Lost Specimens
Some of your collected specimens have rolled off a cliff and into a ravine.

A. *Carefully climb down into the ravine to retrieve them.*
Spend 3 Time to advance 3 steps on the Theory of Evolution track and collect the Land Adventure token.

B. *Leave the specimens where they are and continue on with the journey.*
Go back 2 steps on the Theory of Evolution track to perform a Navigation action of up to 3 steps.

3 Fire
Your current shelter has burst into flame!

A. *Attempt to extinguish the fire.*
Spend 4 Time to gain 8 victory points and collect the Land Adventure token.

B. *Flee the shelter and call out for help.*
Spend 2 Time to gain 2 Temporary Knowledge tokens.

4 Raft damaged
Your only raft has become seriously damaged.

A. *Abandon the raft and proceed on foot.*
Spend 1 Time and 2 Coins to perform an Exploration Action of up to 2 steps and collect the Land Adventure token.

B. *Focus on fixing the raft until it is once again functional.*
Spend 3 Time to perform a Navigation Action of up to 2 steps and gain 2 Temporary Knowledge tokens.

5 Cold
You've caught a cold and the locals have offered you some of their medicine.

A. *Use their medicine and continue on with your journey.*
Spend 4 Time to unlock a Lens Location without Coin penalties.

B. *Return to your ship to use your own medicine and rest.*
Spend 3 Time to gain an Objective, 3 victory points, and collect the Land Adventure token.

6 Donkeys
Upon returning from a walk you've found that your donkeys are missing.

A. *Call out for the donkeys and wait for them to return.*
Spend 2 Time to gain 6 Coins.

B. *Purchase new donkeys from locals and continue with your journey.*
Spend 3 Time and 3 Coins to advance 2 steps on the Theory of Evolution track, gain 5 victory points, and collect the Land Adventure token.

7 Bandits
You've been stopped by bandits and they won't let you leave until you've paid them.

A. *Meet their demands and hand over your coins.*
Spend 3 Coins to gain 1 Temporary Knowledge token and 2 victory points.

B. *Negotiate with them.*
Spend 4 Time to gain 4 Coins, 4 victory points, and collect the Land Adventure token.

8 Landslide
Your path has been destroyed by a landslide.

A. *Carry all your expedition equipment up and over it.*
Spend 3 Time to advance 3 steps on the Theory of Evolution track and collect the Land Adventure token.

B. *Proceed along a different route.*
Spend 1 Time to gain an Objective and 2 victory points.

9 Secret path
A local shows you a shortcut towards your destination.

A. *Proceed with your originally planned route.*
Spend 4 Time to advance 2 steps on the Theory of Evolution track, gain 4 victory points, and collect the Land Adventure token.

B. *Follow their instructions and use the secret path.*
Spend 2 Time to advance 3 steps on the Theory of Evolution track.

10 Earthquake
A strong earthquake strikes the region, breaking the ground and damaging your camp.

A. *Continue with your route while being careful to avoid any risk.*
Spend 4 Time to advance 3 steps on the Theory of Evolution track and gain 4 victory points.

B. *Return to the ship and sail to a different area to explore.*
Spend 1 Time to perform a Navigation action of up to 1 step and collect the Land Adventure token.

11 Lost
You realize your compass is no longer functioning correctly and you've lost your way.

A. *Retrace your steps until you reach where you started.*
Spend 1 Time to perform a Navigation action of up to 1 step and collect the Land Adventure token.

B. *Continue on, attempting to find your way back to the correct route.*
Spend 2 Time to perform an Exploration action of up to 1 step and gain 3 victory points.

12 Beverage
A local spiritual guide offers you a concoction to help elevate your mood.

A. *Accept the gift and drink it.*
Spend 3 Time to place a Special Wax Seal (purple) at no cost and collect the Land Adventure token.

B. *Refuse the drink and continue on your way.*
Spend 2 victory points to gain 4 Coins.